# NINTENDO POWER

P.O. Box 97043
Redmond, WA 98073-9743
FORWARDING & RETURN
POSTAGE GUARANTEED
ADDRESS CORRECTION
REQUESTED

BULK RATE
U.S. POSTAGE
PAID
NINTENDO
OF AMERICA INC.

**Big Splash**
**WAVE RACE 64**
**AKI JET SKI**

**Dixie Kong's Double Trouble**

**BLAST CORPS**
An N64 Explosive

**IN DEPTH Strategy**
**SIMCITY 2000**
**MAUI MALLARD IN COLD SHADOW**

**CRITICAL INFO:**
**Super Mario 64 Charts**

NOV VOLUME 90
US $4.95 / CANADA $5.95
0 45496 69106 6

Official Nintendo Seal of Quality

NINTENDO POWER
The only inside source for all Nintendo games

NINTENDO POWER®

# YEAH RIGHT!

## ESPECIALLY WHEN YOU CAN SNAG A FREE GIFT!

NINTENDO POWER

**Lucky you!** *Nintendo Power magazine is offering an extra COOL holiday special. Give a one-year subscription to a friend at the regular price of $19.95*, and you can get yourself a subscription* **for a mere five bucks!** *[That's a whole year of Nintendo Power for the price of a single issue at the newsstand!] And, for being such a generous person, we'll send you a FREE Donkey Kong Country 3 Player's Guide—an $11 value! [Which you can give as a gift, or keep for yourself—we won't tell.]*

*Then you and your friend will enjoy the inside information that Nintendo Power is known for. Stuff like tips and tricks. Maps and moves. Secret codes and strategies. Both of you will get the latest news about NINTENDO 64®—the newest, most exciting video game system ever created. And all the previews and reviews of games for Super NES and Game Boy.*

**Just call 1-800-255-3700 to subscribe.** *Or send in the order card. Don't wait, if you miss this offer, you'll have to give your friend a slice of Aunt Helen's Fruit Cake. And you can't afford that kind of mistake!*

NINTENDO POWER
DONKEY KONG COUNTRY 3
Nintendo
PLAYER'S GUIDE

## CALL 1-800-255-3700 TO SUBSCRIBE. DO IT NOW!

*Canadian residents pay $27.95

10 PAGES!
COMPLETE MAPS!

# DONKEY KONG COUNTRY 3
## DIXIE KONG'S Double Trouble!™

Dixie's in deep trouble, but she's still kiddin' around. See for yourself! Turn to page 24 for the slickest strategies and most tantalizing tips ever for navigating the isles of Kong Country.

# CONTENTS

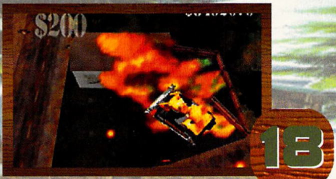
## Volume 90 November 1996

## Wave Race 64

TIME
0'00"000
RANK
4
LAP
SPEED
MISS
POWER
10

The wave starts here! Eight pages of maps detailing all the regular circuits! How-tos on all the spectacular stunts! Dig in!

## Blast Corps



Take an EXCLUSIVE first look at over a dozen bruising rides guaranteed to make you a demolitions expert!

## Super Mario 64

## Special Charts

Absolutely the best charts ever! If you're playing Super Mario 64 (and who isn't?), they're indispensable. Take 'em out and tack 'em up!

## Strategy

Wave Race 64 10
Blast Corps 18
DKC 3: Dixie Kong's Double Trouble 24
Super Star Wars 48
Maui Mallard in Cold Shadow 64
Arcade's Greatest Hits 80
Whizz 84
Battle Arena Toshinden 90

## Special Features

Shadows of the Empire Comic Part 2 36
Critical Info: Super Mario 64 Charts 54
Killer Instinct: The Card Game 72

## Epic Center

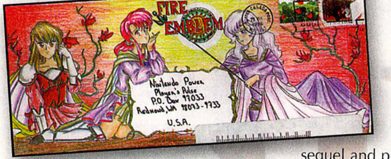
Epic News 55
SimCity 2000 56
Epic Strategies 62

## Every Issue

Player's Pulse 6
Power Charts 8
Arena 34
Classified Information 44
Counselors' Corner 76
Now Playing 94
Pak Watch 98
Player's Poll Contest 104
Next Issue 106
Game List 106

# PLAYER'S PULSE

**The N is here and hopefully you've got it! We'd love to hear what you think of the world's first true 64-bit system, its games, and its one-of-a-kind controller. Well . . . what do ya think?**

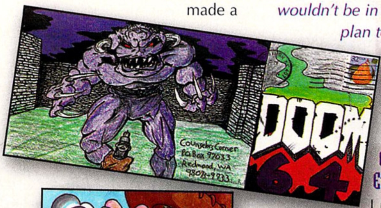

FIRE EMBLEM
Nintendo Power
Player's Pulse
P.O. Box 97033
Redmond, WA 98073-9733
U.S.A.

### The Name Game

So, nice names guys,
Mario 64,
Super Mario Kart 64,
PilotWings 64,
Wave Race 64,
Killer Instinct 64, and the list goes on. Yeeeeeesh! I'm not really mad but I think you guys could at least put some effort into the names of the games. I mean, ya did this when the Super Nintendo came out, I can't start to list all the games that had the word "Super" in front of it. You took a game, made a sequel and put Super in front of it and/or a 2 after. Am I the only one who doesn't like this? Don't get me wrong, your system is great and I'm sure the games are but I would like to see more imaginative titles. How 'bout Mario and the Mystic Portraits, Mario Kart Khaos? That's what I have to say, maybe because of this letter we'll get REAL titles!

***Matthew McGillivray***
***Surrey, B.C., Canada***

*So you're saying you wouldn't be in favor of our plan to re-name the magazine Nintendo Power 64?*

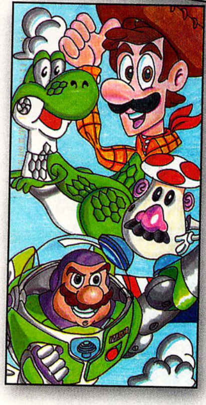

Counselors Corner
Po.Box 97033
Redmond, WA
98073-9733
DOOM 64

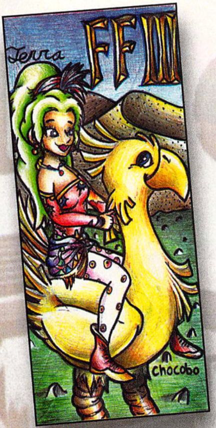
### One Wowed Engineer

I recently got a chance to play the Nintendo 64 at the "World of Nintendo dome" at La Ronde amusement park in Montreal. As a recent graduate from a prestigious engineering school I can only say one thing, "Wow!" The Nintendo 64 is an engineeing feat. Intelligent design, smooth game control, a rich environment and great stereo sound make the Nintendo 64 show-off engineering at its best. You've made this engineer very proud.

***Christian Walzel***
***Billerica, Massachusetts***

*Just think how the engineers who actually designed the system feel!*



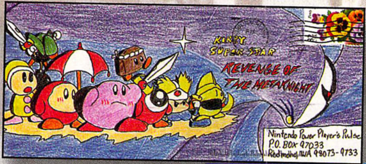

Terra
FF III
chocobo

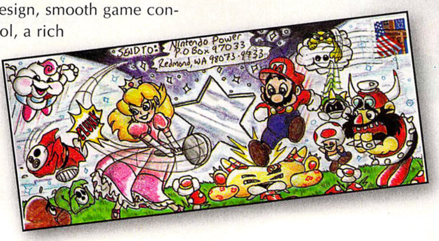
### The End of an Era?

After the Super Nintendo came out the NES slowly and steadily became extinct. They stopped making games for it and concentrated on their new found prize the SNES. Do you think it is possible for the same thing to happen to the SNES now that the N64 will be coming out or not? The reason I ask this is because the main systems will be the NINTENDO 64 (Which is totally awesome), the Sega Saturn, and the little Playstation. Which is similar to when the SNES and Sega were dominant over the NES. Please respond!

***Derrick Zobell***
***Orem, Utah***

*Naturally, when a new system is released that's where the excitement will go. Rest assured that we plan to support the Super NES with software, and so will other companies as long as enough players want to buy their games.*


KIRBY
SUPER STAR
REVENGE OF THE METAKNIGHT
Nintendo Power Player's Pulse
P.O. Box 97033
Redmond, WA 98073-9733

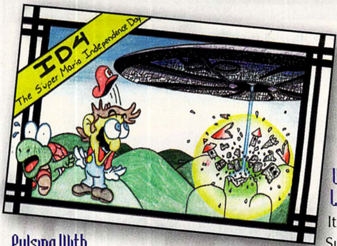

SEND TO: Nintendo Power
P.O. Box 97033
Redmond, WA 98073-9733
BOOM

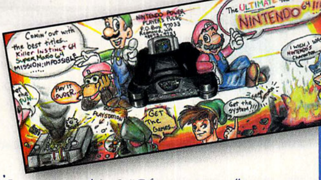
Envelope Art

Page 6, clockwise from top:
Mireille Jacques—Laval, P.Q. Canada
Naomi Chiba—Cincinnati, Ohio
Kent Yamamoto—Honolulu, HI
Tania Del Rio—Highlands Ranch, CO
Luke Sims—New York, NY
Jeremiah VanDorgten—Dunnville, KY

Page 7, clockwise from top:
José L. Rodriguez—Toa Alta, P.R.
Jason Ellis—Inglewood, CA
Rhonda Bowlin—Dalzell, SC
Ryan Duell—East Hartford, CT
Karen McKenna—Erial, NJ

Background Art Page 6:
Patrick McDavid—Colorado Springs, CO
Page 9. Karen McKenna—Erial, NJ


ID4
The Super Mario Independence Day


Comin' out with the best titles.. Killer Instinct 64 Super Mario 64 MISSION: IMPOSSIBLE
The ULTIMATE NINTENDO 64!!!
Nintendo Power Player's Pulse P.O. Box 97033 Redmond, WA
I wish I was Nintendo's character
PLAYSTATION
GET The Games
Get the system!!!

### Pulsing With Controversy

I'm writing this letter just to say that Player's Pulse is the greatest section in the magazine. What I really enjoy about the section are letters like Girls in Video Games because we readers are discussing a topic that seems to be very important because many people must be writing in about it. When people write in about stuff similar to Girls in Video Games, it makes for a section where people can talk about other things than how cool a video game is or how good or bad your magazine is.

**_Paul Gvildys_**
**_Scarborough, Ontario, Canada_**

### N64 Video

When I came home from school, I saw a video laying on the table. It was the N64 video. I quickly popped the tape into my VCR and my breath was taken away by the incredible graphics!!! They looked so real, it was hard to believe. I also liked the Killer Instinct clips that were at the end of the video, it's just like the arcade.

**_Joy Vajirapinyo_**
**_via the Internet_**

### Where's Luigi???

It all started in Super Mario World 2, yeah he was in the game, but to be saved. Then along came Super Mario RPG (big deal, he's in the instructions). Now Super Mario 64's released, and I haven't seen nor heard anything of Luigi in the game. I'll admit it, I thought Luigi got in the way while he was there, but now that the green-hatted plumber is gone things just don't seem the same. So maybe you could let Shigeru Miyamoto and his team know there's one mistake: WHERE'S LUIGI?

**_Marc Royster_**
**_Corona, California_**

*According to Mr. Miyamoto, they had planned to use Luigi in a bonus game stage in Mario 64. They didn't have time to complete him in perfect condition, though, and they didn't want to settle for less than perfect. They planned to have the camera angle switch to show Mario and Luigi together in some fight scenes, but they decided it would be too confusing. Have they forgotten him? "Of course not," says Mr. Miyamoto. "We still love him."*

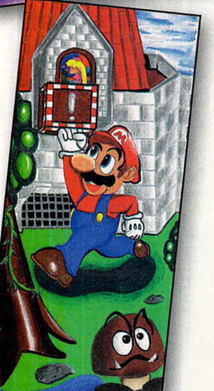
### Tetris Strikes Again

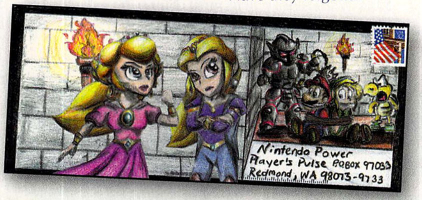
HELP!!!!!! I hate you! Why did you have to go and make Tetris Attack such an addictive game? My brother, Avram, and my mom are completely addicted to it! I don't want my mom to spend any more money, because we have to save up for the Nintendo 64, and she keeps renting it week after week! Not only have the two beaten it on the hardest difficulty level, they play each other all day, and at night you can hear falling blocks! What should I do?

**_Julie Vreman_**
**_Beverly Hills, California_**

*Here's a solution: buy the game!*

Nintendo Power Players Pulse PO BOX 97033 Redmond, WA 98073-9733




Nintendo Power Player's Pulse P.O.BOX 97033 Redmond, WA 98073-9733

NINTENDO POWER®

Publisher
**M. Arakawa**

Editor-in-Chief
**Gail Tilden**

Producer
**Yoshio Tsuboike**

Senior Editor
**Leslie Swan**

Senior Writesr/Editors
**Dan Owsen**
**Scott Pelland**

Staff Writers
**Kent Miller**
**Terry Munson**
**Paul Shinoda**

Contributing Writer
**Tom Wharton**

Editorial Consultants
**Jeff Bafus**
**Howard Lincoln**
**Peter Main**
**Geoff Rainville**
**Phil Rogers**
**Juana Tingdale**

Editorial Assistants
**Chris Cameron**
**Todd Dyment**
**Todd Gardiner**
**Nathan Lockard**

Production Coordinators
**Machiko Oehler**
**Nancy Ramsey**

Prepress/Design Supervisor
**Jay Wergin**

Design Lead
**Kim Logan**

Electronic Prepress/Design
**Tim Anderson**
**Jim Catechi**
**Karl Deckard**
**Cristian Garcia**
**Billy Noland**
**Michael Ortlieb**
**David Wharton**

Design, Game Strategy & Illustration
**V DESIGN**

V Design Art Director
**Yoshi Orimo**

V DESIGN
**Katsuyuki Asanuma**
**Sonja Morris**
**Ritsuko Yamaji**
**Hiroshi Nakae**
**Marty Pappas**
**Scott Douwes**
**Brandon Baltzell**

Cover Design
**Griffes Advertising**

**VOLUME 90-NOVEMBER 1996**
Nintendo Power is printed in the U.S.A. and published by Nintendo of America Inc., 4820 150th Avenue NE, Redmond, Washington, 98052, at $59.40 per year in the U.S.A. ($71.40 in Canada). ©1996 Nintendo of America Inc. All rights reserved. Nothing that appears in Nintendo Power may be printed in whole or in part without the express written permission from Nintendo of America Inc., copyright owner. Nintendo is a registered trademark of Nintendo of America Inc. TM, © & ® for games and characters are owned by the companies that market or license those products.

# POWER CHARTS

Super Mario RPG easily retains its place at the top of the Power Charts even with the strong entry of Donkey Kong Country 3! Tetris Attack also climbs the charts probably due to the strong exposure at Blockbuster Video. Stand up and be counted! Make sure to place your vote by mailing in your Player's Poll Response card at the back of this issue.

## SUPER NES TOP 20

| | GAME | COMPANY | LAST MONTH | MONTHS ON CHART |
|---|---|---|---|---|
| 1 | SUPER MARIO RPG | Nintendo | 1 | 7 |
| 2 | DONKEY KONG COUNTRY 3: DIXIES DOUBLE TROUBLE | Nintendo | NEW | 1 |
| 3 | TETRIS ATTACK | Nintendo | 5 | 4 |
| 4 | CHRONO TRIGGER | Square Soft | 4 | 16 |
| 5 | THE LEGEND OF ZELDA: A LINK TO THE PAST | Nintendo | 2 | 57 |
| 6 | DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST | Nintendo | 3 | 13 |
| 7 | FINAL FANTASY III | Square Soft | 8 | 23 |
| 8 | KILLER INSTINCT | Nintendo | 11 | 17 |
| 9 | KEN GRIFFEY JR.'S WINNING RUN | Nintendo | 7 | 6 |
| 10 | SUPER MARIO WORLD 2: YOSHI'S ISLAND | Nintendo | 8 | 13 |
| 11 | SUPER METROID | Nintendo | 6 | 31 |
| 12 | SUPER MARIO KART | Nintendo | 12 | 43 |
| 13 | DONKEY KONG COUNTRY | Nintendo | 10 | 25 |
| 14 | MORTAL KOMBAT 3 | Williams | 17 | 12 |
| 15 | MEGA MAN X3 | Capcom | 13 | 6 |
| 16 | LUFIA II | Natsume | 15 | 2 |
| 17 | EARTHWORM JIM 2 | Playmates | - | 13 |
| 18 | OGRE BATTLE | Enix | 19 | 8 |
| 19 | KIRBY SUPERSTAR | Nintendo | NEW | 1 |
| 20 | ARCADE'S GREATEST HITS | Williams | NEW | 1 |

## MOST WANTED

1. NINTENDO 64
2. SUPER MARIO 64 (N64)
3. LEGEND OF ZELDA 64 (N64)
4. SUPER MARIO KART R (N64)
5. MORTAL KOMBAT TRILOGY (N64)
6. CRUIS'N USA (N64)
7. DONKEY KONG COUNTRY 3 (SUPER NES)
8. KILLER INSINCT GOLD (N64)
9. GAME BOY POCKET
10. SUPER MARIO RPG (SUPER NES)

## GAME BOY TOP 10

| | GAME | COMPANY | LAST MONTH | MONTHS ON CHART |
|---|---|---|---|---|
| 1 | THE LEGEND OF ZELDA: LINK'S AWAKENING | Nintendo | 1 | 43 |
| 2 | DKL 2: DIDDY'S KONG QUEST | Nintendo | 2 | 3 |
| 3 | DONKEY KONG LAND | Nintendo | 4 | 22 |
| 4 | TETRIS ATTACK | Nintendo | 5 | 3 |
| 5 | SUPER MARIO LAND 2: 6 GOLDEN COINS | Nintendo | 6 | 48 |
| 6 | METROID II: RETURN OF SAMUS | Nintendo | 7 | 59 |
| 7 | TETRIS | Nintendo | 3 | 48 |
| 8 | WARIO LAND: SUPER MARIO LAND 3 | Nintendo | 8 | 27 |
| 9 | KIRBY'S BLOCK BALL | Nintendo | - | 3 |
| 10 | KIRBY'S DREAM LAND 2 | Nintendo | 9 | 11 |

## TOP FIVE GAME BOY ARCADE CLASSICS

Classic arcade games are making a big comeback, especially on Game Boy. Some players are trying to recapture their glory days of power play in the arcades, while others are discovering these simple, yet brilliant, games for the first time. Most players started their game playing careers in the arcade. Write in and tell us about your most influential arcade game!

1. GALAGA / GALAXIAN
2. BATTLEZONE / SUPER BREAKOUT
3. ASTEROIDS / MISSILE COMMAND
4. DEFENDER / JOUST
5. CENTIPEDE / MILLIPEDE

## POWER EDITORS' NINTENDO 64 TOP 5

| | GAME | COMPANY | LAST MONTH | MONTHS ON CHART |
|---|---|---|---|---|
| 1 | SUPER MARIO 64 | Nintendo | 1 | 2 |
| 2 | WAVE RACE 64 | Nintendo | 3 | 2 |
| 3 | STAR WARS: SHADOWS OF THE EMPIRE | Nintendo | 4 | 2 |
| 4 | PILOTWINGS 64 | Nintendo | 2 | 2 |
| 5 | WAYNE GRETZKY'S 3-D HOCKEY | Williams | NEW | 1 |

# LETTERS, CONTINUED...

### Compared To What?

I've seen a lot of commercials for the Playstation and Sega Saturn saying how great they are in comparison to the Super NES, but I haven't seen any regarding their superiority to the N64. I couldn't seem to figure this out, so if you have any insights, please write me back.

***Brandan Lennox***
***via the Internet***

*The reason they don't make comparisons is because on paper the Playstation's and Saturn's specs just don't come close to those of the N64. The real test of a system doesn't come from hardware specs, though. It's the games that make the system. How do you feel 32 bit software compares to 64 bit games?*

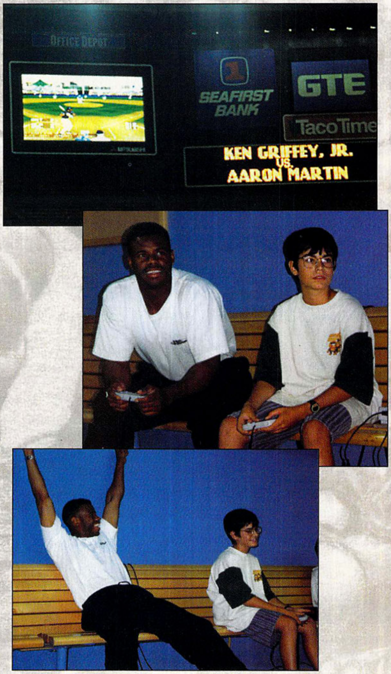
### Take out the Take 2s

There is only one thing I don't like about you magazine. Take 2 reviews! They are uninformative and too short. I think you should replace them with longer reviews and bigger maps.

***Peter Lubbs***
***via the Internet***

## Rockies Take Mariners

Volume 85 Grand Prize winner Aaron Martin of Durango, Colorado has some news for you: He beat Ken Griffey Jr. at his own game. It was only one of two Super NES Winning Run matches but the eight to nothing score was certainly reason to gloat. Griffey clearly had the homefield advantage as the games were played on the big screen in the Seattle Mariner's Kingdome, but Aaron hung tough and took his Colorado Rockies to victory over Griffey's Mariners.



## WRITE AWAY RIGHT AWAY!

**The January issue approaches which means it's time to think about changes in Nintendo Power. Suggestions anyone?**

*NINTENDO POWER PLAYER'S PULSE*
*P.O. BOX 97033*
*REDMOND, WA 98073-9733*
*E-mail: NOAPulse@Nintendo.com*

## PHONE DIRECTORY

### NINTENDO POWER SUBSCRIPTIONS, SYSTEM SET-UP AND REPAIR

**1-800-255-3700**
**(1-800-422-4281 TDD)**
6 a.m-9 p.m. Pacific time,
Monday-Saturday
6 a.m.-7 p.m. Sunday
French- and Spanish-speaking representatives are available.

### TALK TO A GAME COUNSELOR

**1-900-288-0707**
U.S. 95¢ per minute

**1-900-451-4400**
Canada $1.25 per minute

**(1-206-883-9714 TDD)**
6 a.m.-9 p.m. Pacific time,
Monday-Saturday
6 a.m.-7 p.m. Sunday
Callers under age 18 need to obtain parental permission to call.

### POWER LINE

**1-206-885-7529**

**Pre-recorded Game Tips and Future Product Information**

News about recent releases and upcoming games for all Nintendo systems. Help for any Super Mario game for the N64, Super NES and NES, any Zelda game, PilotWings 64, Lufia 2, Chrono Trigger, Secret of Evermore, Breath of Fire, Breath of Fire 2, Final Fantasy 3, EarthBound, Illusion of Gaia, Donkey Kong Country, Donkey Kong Country 2, Donkey Kong Land, Super Metroid, Killer Instinct, Mortal Kombat II, Mortal Kombat 3, and Super Punch-Out!!

This call may be long distance, so be sure to get permission from whoever pays the phone bill before you call.

### MODEM INTO THE SOURCE

**Nintendo Power Source on America Online**
To sign up: 1-800-827-6364, Ext. 12386
To access the Source: Keyword NINTENDO

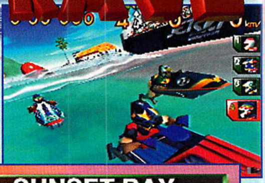
Nintendo Power on the Internet:
**WWW. NINTENDO.COM**
e-mail: Nintendo@Nintendo.com

# WAVE RACE 64™

## Kawasaki JET SKI

## GET SET FOR THE MOST DYNAMIC, REALISTIC-RACING EXPERIENCE THIS SIDE OF WAIMEA BAY!

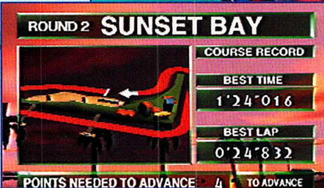
## WAVE RAVE

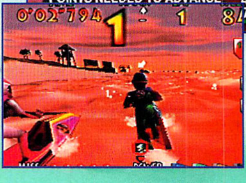


As we promised you last month, here is the inside scoop on Wave Race 64, the most amazing racing game ever seen on land or sea! All the wet and wild details are here, including the lowdown on the different riders and courses, and some choice tips on performing the various stunts. Grab your gear and go!

## JET SKI JAM

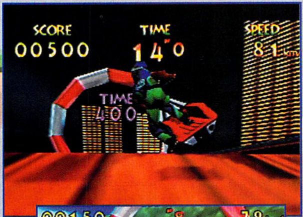
Take on the world's best JET SKI watercraft jockeys in the surf-churning Championship mode. Navigate through high-speed slaloms complete with marker buoys, mines, ramps, hairpin turns, sand bars and more. If you accumulate enough points in a race, depending on where you place, you get to move on; if you don't, it's back to the kiddy pool for you! Complete each circuit (Normal, Hard and Expert) to open up the next, tougher round of racing. The higher you go, the more courses there are per circuit, the more hazardous the races are and the more aggressive your opponents become. When you get to the Expert Circuit, you may wish you could call fouls! To practice, you can run any open courses in the solo Time Trial mode.

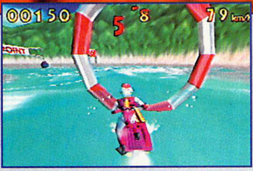




TM & © 1996 NINTENDO Of AMERICA INC
KAWASKI'S trademarks used with permission of Kawasaki Heavy Industries,LTD

## FREESTYLE

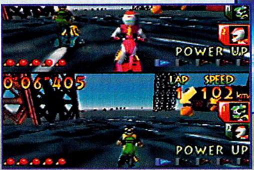


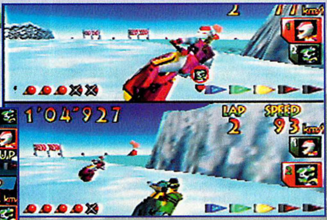


In the Stunt mode, you don't have to worry about standings or points, and you can just let the artist in you run free. Instead of stressing speed, this mode puts the accent on finesse. The race courses have been modified to include target rings instead of slalom buoys, and they've also been equipped with extra ramps from which to launch your most spectacular stunts. The aim is to complete one lap within a time limit while performing as many stunts as possible. Each stunt is worth a certain number of points, and the tougher they are, the more points you'll earn. You don't have to qualify for the next course, but you'll probably want to gather a few points for bragging rights.

## TWO MUCH

Of course, no self-respecting racing game would be complete without a Two-Player mode, and Wave Race delivers big with real-time, no pop-up, 3-D action! A split-screen format allows you and your best bud to go head-to-head on all of the regular race courses with no interference from those pesky, computer-controlled ski slugs. Whether you have just a friendly competition or an all-out bayside brawl in mind, this mode will separate the sharks from the shark bait!





All open Championship courses are available in Two-Player mode.

# DRIVING FORCE

## STEWART

Ayumi Stewart has good Grip and the best Acceleration of the bunch. Beginners will like her and can use the Custom option to bump up her top speed as they gain experience.

## HAYAMI

With average ratings in all areas, Ryota Hayami is a good, basic choice for riders of all skill levels. You can easily tweak his attributes to fit your individual style.

## JETER

Miles Jeter can turn on a dime, but if you don't manage the throttle very carefully, he's also likely to spin out. If you like to cut the corners, though, he's your man.

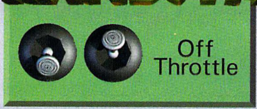
## MARINER

Dave Mariner is slow off the line but has the best top speed. With his high Collision Stability, he's also the best choice if you like to run interference during a race.

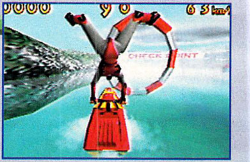
# AQUABATICS

The key to the Stunt mode is, of course, mastering the various tricks. Performing stunts reduces your speed, and you won't earn any bonuses for them in the Championship or Two-Player modes. It's sometimes fun to just cut loose as you're zipping along, though, if only to "face" your opponents with your masterful handling of your JET SKI watercraft!

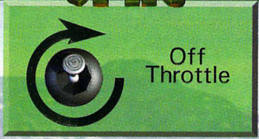
## HANDSTAND



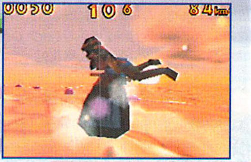
With your thumb off the throttle, press Down and Up on the joystick to perform a handstand. Hold Up to maintain the pose. Once you start any move, you can then accelerate.



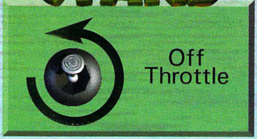
## SPIN



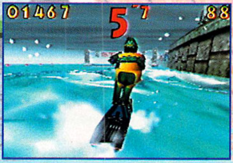
To spin around the handlebars, let off the throttle and whip the stick around clockwise, 360 degrees. To ride the nose of your Jet Ski, hold Down after you rotate the stick. Steering gets a little dicey in this pose!



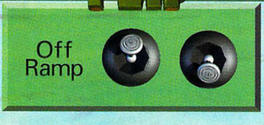
## STAND



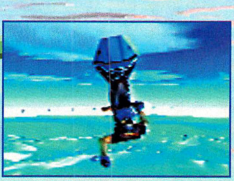
Here's a great stunt combo! Rotate the joystick one full turn counterclockwise to stand up on your handlebars. Now quickly press Up and Down to do a back flip. Just don't try this move as you're going over a ramp!



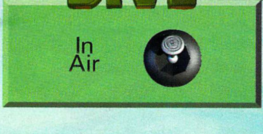
## FLIP



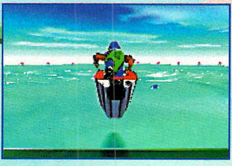
This is one of the first stunts you should master. Just as you hit the air coming off a ramp, quickly press Up and Down to flip. The key to performing this stunt is speed.



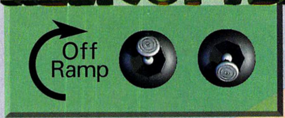
## DIVE



This is the only stunt that may help you in a racing mode. Just as you go airborne, press Down to nosedive. You may be able to cut a big corner somewhere with this trick.

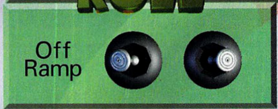


## HELICOPTER

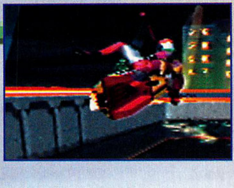


To perform this highly-rated stunt, you must take off from a ramp at an angle and twist sideways, so that you can see your profile. When you hit air, press Up and Down. One of these is worth a fat 1,500 points!

## ROLL

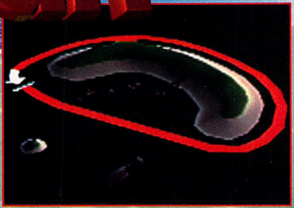


The best way to finesse a barrel roll is to hold Left just as you're going up a ramp, then snapping the stick to the right once you're airborne. You can also do this in reverse.



# THE CIRCUIT

Besides knowing your riders and their attributes, you'll also have to become intimately familiar with the various courses if you want to win, and that's where this next segment of the review comes in. We'll discuss the major features and hazards for each course, and we may even throw in a few insider-only tips for good measure!



## DOLPHIN PARK

Dolphin Park is available as a practice area for the Championship mode and as the first course in the Stunt mode. The water is generally placid, but there are a few breakers here and there to keep you on your toes.

### Ring Wrangle

In Warm Up mode, the lagoons are wide open except for two ramps, but in Stunt mode, there's a short course circling the island. The rings will look like a simple challenge, but that's before you hit the incoming tide. Try to ride along the crests of the waves rather than hop across them. This saves time and gives you better control.

00000
9"6
RING
50

50
8"8
104
RING
100

### Ramp Rumble

The waves are roughest near the last two rings and ramp. Another tactic you can use to deal with rough seas is to press Down to cut through a wave. This slows you down a bit, but you lose a lot more momentum when you jump over waves. Always let off the stick quickly because you can't turn as easily while your nose is digging in.

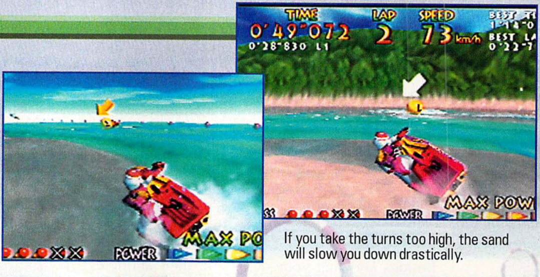
22
Kawasaki
JETSKI

# SUNNY BEACH

The Championship mode begins on the Sunny Beach course, which is strewn throughout with slalom buoys. The buoys are equipped with arrows that tell you whether to pass on the left or the right. If you miss a buoy, your engine power will be reduced temporarily. If you miss too many, you'll be disqualified and end the race with no points.

## THE CUT

This simple oval is ideal for perfecting your cornering technique, which feels vastly different from rider to rider. Try to take the hairpins right at the boundary line between the shallow water (where you can still see the sand) and the darker, deeper water beyond. If you take the turns too wide, the incoming waves will toss you around.



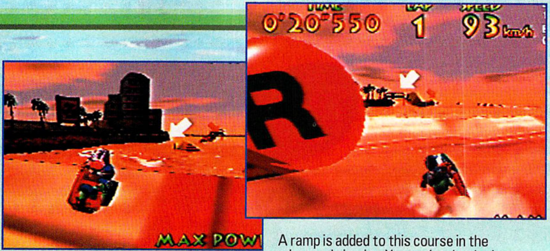
If you take the turns too high, the sand will slow you down drastically.

# SUNSET BAY

The surf at the Sunset Bay course is a bit rougher, and the bright colors can make it hard to pick out the slalom buoys. The buoys are also closer together, so try to line them up so you can swoop past them just by making small course corrections. If you take the wrong angle or wait too long to turn, you'll waste time making wide turns.

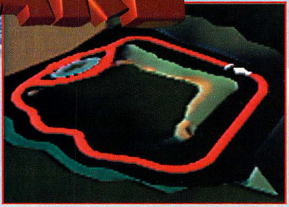
## LINE IN

As you progress through the various circuits, the courses become more complex and hazardous. In the Hard and Expert circuits, the waves around the buoys on this course become particularly treacherous, and it will be harder to hold a steady course. Practice cutting through waves rather than jumping them. If you're careful, you can actually ride a breaker between the buoys just past the second turn.



A ramp is added to this course in the advanced circuits. You can't take the jump straight on, since you have to make a slalom as you land, but try to jump to the left at as shallow an angle as possible. Turn slightly to the right while in the air and gun it just as you land to make the turn and avoid hitting the wall.

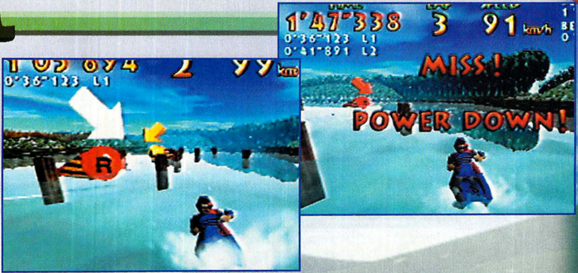
# DRAKE LAKE



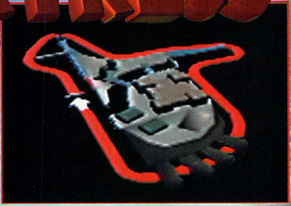
Drake Lake is often shrouded in a robe of thick, white fog, which will drastically cut visibility during the first two laps of the race. Before you start, the announcer tells you to, "Watch the signal." In fact, if you hit the throttle just as the signal light turns green, you'll get a two-second turbo boost! This trick works for any course.

## PYLON PERIL

Drake Lake's glassy surface affords you a smooth ride, but it will exaggerate all movements. This makes it especially difficult to negotiate the buoys among the pylons. Swing wide to the right to see the line between them. Opponents often get hung up here, too, especially in the tougher circuits. If you save your "misses" for the last lap, you can just bypass the slalom and maybe jump ahead.



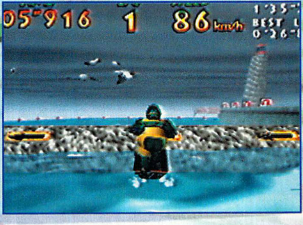
# MARINE FORTRESS



The surf at Marine Fortress is so choppy, you'll be constantly hitting air if you're not careful. The water is especially rough just before the turns, and trying to take a tight corner as you land is sure to slow you down. Multiple jumps will also cut your speed way down, so, once again, concentrate on slicing through the waves.

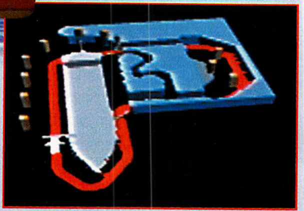
## ROUGH BREAK

There are several crates littering the course, and hitting one will topple you off your mount. Steer wide of the first pair. The water to the left is actually calmer, so you can get past the crates much faster, and you won't run the risk of being thrown into one. In the higher circuits, a shortcut will open up after the first lap. Use very shallow maneuvers in the channel or you'll hit a wall.



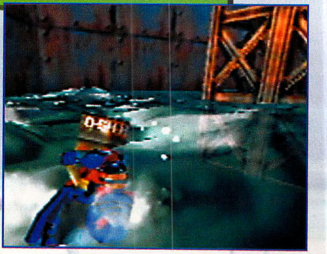
You can sometimes jump over the sea wall, but it's much more likely that you'll wipe out on it. Another trick to use on this course is, if you do go airborne, to make a shallow dive on landing. You'll still lose speed, but your recovery and acceleration will be much quicker than if you just let yourself bounce around on the surface.

# PORT BLUE



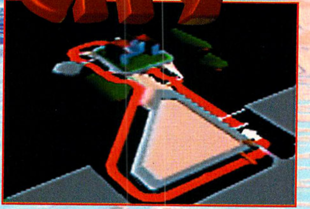
The surf report for Port Blue reads much like the one for Marine Fortress. While there's not much in the way of slaloms, the course squeezes through short, sharp passages and right up against the side of a ship. A short cut opens up after the first lap in the Hard circuit, and in the Expert circuit, that's the only path available.

### TIGHT FIT



As you emerge from the tunnel and hit the slalom right next to the ship, the waves will try to slam you into the hull. Cut the throttle for just a second as you swing around the first buoy. On the Normal circuit, skip the ramp if possible. You get too much air if you hit it, and your opponents almost always pass you on that last turn.

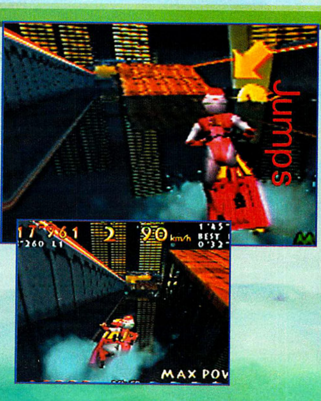
# TWILIGHT CITY

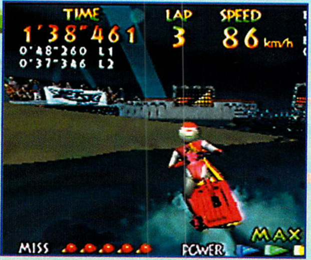


Once you complete the Normal circuit, the Twilight City course becomes available in the Hard mode. This course loops through a system of canals and out onto open water. The water changes from glassy along the inland channels to choppy after you emerge from the tunnel beneath the house. The last few city-side slaloms are particularly tight.

### BAD AIR

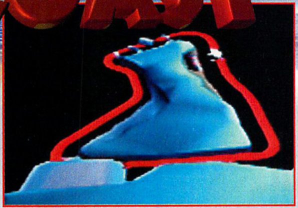
In the Hard circuit, you must use the first ramp to take a short cut. In the Expert circuit, the tunnel beyond has been blocked off, but you can dive under the wall. Most of the other ramps are either hazardous (the second one aims you right at a wall unless you jump towards the left), or they just slow you down, so avoid them and the mines around them if you can. The only exception is ramp number four, which you must use to jump a pier.





After you emerge from under the house or come around the outside turn, you can cut this corner and go over the sand bar. You can keep up some of your speed even on sand, and you'll set yourself up for a better angle on the next slalom.

# GLACIER COAST



When the Expert circuit becomes available, so does the imposing Glacier Coast. The mini-icebergs will knock you off your JET SKI watercraft if you hit them at full speed, but if you ease off the throttle before impact, you may be able to hang on. You'll still stop cold, but it won't take as long for you to recover and get back up to speed.

## ICE PACK

Turn one takes you through a channel between the two icebergs. Just before turn two, there's a cut to the left and a wide patch of ice to the right. Take a wide turn to the left, aim your Jet Ski to the right to cut the corner as close to the wall as possible, then punch it. Don't try to steer on the ice, and ease off the gas before you hit the water, or you'll go flying. This tactic will shave precious seconds off your lap.

MISS!
POWER DOWN!

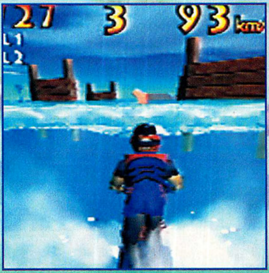
Watch your line on the back stretch, especially on the ramp (angle to the left to avoid the wall) and the slalom.

# SOUTHERN ISLAND

Southern Island is the last course on every circuit, and it offers a unique and fun challenge: the tide goes out during the race! This changes the layout of the course on every lap, forcing you to adapt your strategy to the changing conditions. This course is one of our all-time favorites for both the Two-Player and the Time Trial modes!

## TIDAL ACTION

Just beyond the "signs" is a ramp that you can use on the first lap only. Aim straight for it at top speed and dive at the peak of your jump. You'll dip below the walkway and emerge on the other side, cutting several seconds off your lap! On the second and third laps, use the other ramp to jump over the shipwreck. If your angle on the jump is good, you can ride the crest of a wave right through the next slalom.

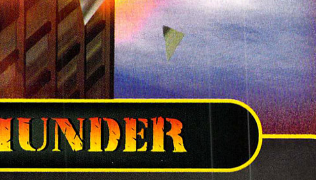


The receding tide really changes the line you take past some of the buoys. This buoy is practically up on the beach by the last lap.

# BLAST CORPS™

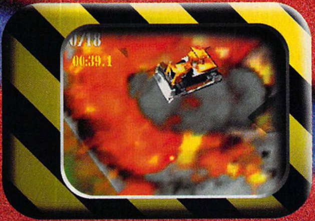
## HEAVY METAL THUNDER

In the not so distant future, a heavy carrier bearing powerful nuclear devices experiences a critical meltdown. Leaking radiation that killed the carrier's crew now makes it impossible for anyone to regain control of the carrier. The on-board auto-pilot has locked the carrier on a pre-set path, which happens to run through some of the most populated areas of the country. Unfortunately, the slightest jolt will result in the detonation of the devices, which are so powerful they may plunge the world into nuclear winter. It's up to Blast Corps, an elite team of high-tech demolition experts, to clear a smooth path for the carrier so it can safely transport its deadly cargo away from populated areas. The team will then have to find six elusive scientists who can prepare a safe detonation site for the devices.



©1996 Nintendo/Rare

# DESTRUCTION FOR FUN AND PROFIT



Chris Stamper, one of the founders of game developer Rare Ltd and the big brain behind Blast Corps, has been quoted in reference to the game: "If you make a game in which you knock things down, it will be fun." Apocryphal or not, the quote does sum up the core activity in Blast Corps: knocking things down. But is it fun?

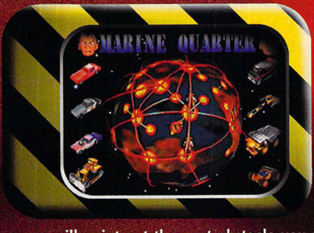
From the early prototype of the game we've been playing with, we can answer a qualified yes. The graphics in Blast Corps show off the capabilities of the Nintendo 64 with smoothly animated, high-resolution vehicles and landscapes. Especially impressive are the huge explosions that fill the entire screen. Musically, the game is up to Rare's usual high quality with a great variety of tunes. And, you get to rubble entire city blocks of buildings with a fleet of different wrecking machines. What more could you want?

It turns out that the number of vehicles in Blast Corps is a mixed blessing. Each vehicle has completely different control, which adds variety, but also makes it difficult to master any one vehicle. Some of the vehicles, like the Backlash (a dump truck), are particular frustrating to learn. Training courses help a little, but sometimes the tasks given the rookie driver seem Herculean compared to the simple lessons of the practice course. Of course, the game balance is typically one of the last things the developer will work on, and we are confident that a few tweaks in this area will make the game great.

As we mentioned, the close up view on the action allows for the detailed, crisp graphics, but the limited view sometimes feels constrictive and uncomfortable. The gorgeous vehicles make this a trade-off you can get used to, and thus a minor quibble.

# WHEN THE WALLS COME TUMBLIN' DOWN!

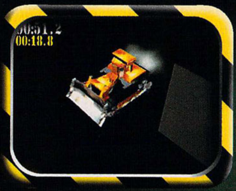
So, you get to destroy lots of buildings in Blast Corps. Pretty simple, huh? Not with a runaway carrier, loaded with the nuclear equivalent of nitro-glycerine, breathing down your neck! In each course, your goal is to clear a path for the radioactive juggernaut, which means demolishing buildings, fences, oil tanks and even windmills. The slightest bump in the carrier's path will trigger an explosion that ends the level. To help you out, a radar screen indicates the progress of the carrier, and targeting arrows will point out the next obstacle you need to clear. In the early courses, you can use a single vehicle to smash the necessary path, but in the later levels you'll have to be creative and switch to the proper vehicle for the job at hand.



You'll need to find everything in every level in order to succeed in your ultimate mission of defusing the nuclear carrier. To this end, you can go back into levels you have already finished to completely clear the area, and find all the hidden items. Altogether, there are over 50 levels in the game, enough to keep Blast Corps in the blasting business for quite some time.

# IF I HAD A HAMMER...

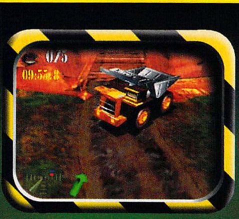
Blast Corps offers a large selection of diggers, each possessing awesome destructive power and its own unique control scheme. You can use either the analog Control Stick or the digital Control Pad to steer the diggers (with the Control Pad, the B Button is the gas and the A Button is reverse). We've ranked the diggers on their destructive power, speed, and ease of use based on the preliminary version.



### RAM DOZER

The Ram Dozer is the simplest vehicle in the game. You can charge straight through most buildings with it.

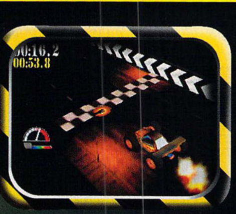
DESTRUCTIVE POWER: B
SPEED: B
EASE OF USE: A



### BACKLASH

The Backlash dump truck is powerful but difficult to control. You have to make it power slide so it hits the target with the armored rear bed of the truck. Once you learn how to use it, it rocks!

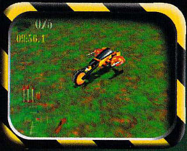
DESTRUCTIVE POWER: A
SPEED: C
EASE OF USE: D



### SKYFALL

To effectively destroy things with the Skyfall dune buggy, you'll need to get airborne, which can be tricky in some missions.

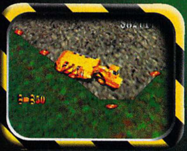
DESTRUCTIVE POWER: B (D if not airborne)
SPEED: A
EASE OF USE: B



### BALLISTA

The missile bike requires ammunition for best results. Ammo crates are usually scattered liberally throughout the mission, but sometimes you have to conserve your ammo.

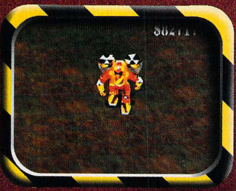
DESTRUCTIVE POWER: B (D without missiles)
SPEED: A
EASE OF USE: C



### SIDE SWIPE

You'll need jack hammer cartridges to use this vehicle's hammering mechanism. Like the Ballista, in some missions you'll have to use your hammer cartridges sparingly.

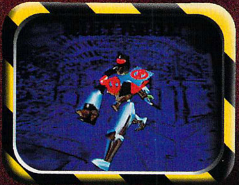
DESTRUCTIVE POWER: A (D without jack hammer)
SPEED: B
EASE OF USE: B



### J-BOMB

J-Bomb is the easiest walker-type vehicle to use. To destroy buildings with it, you jet into the air and slam down onto your target.

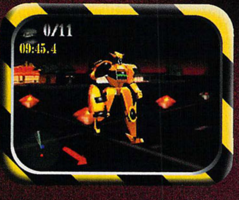
DESTRUCTIVE POWER: A
SPEED: B
EASE OF USE: B



### THUNDERFIST PLUS

Even though this walker only has one arm, it makes the most of it. Getting a good running start before barrel-rolling into your target will produce the best results.

DESTRUCTIVE POWER: B
SPEED: B
EASE OF USE: C



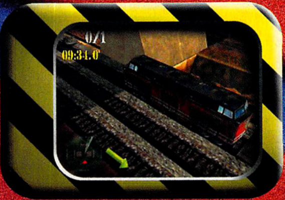
### CYCLONE SUIT

The smallest walker-type vehicle has good power for its size. A running start will also help this walker-type vehicle to cartwheel through buildings.

DESTRUCTIVE POWER: B
SPEED: B
EASE OF USE: C

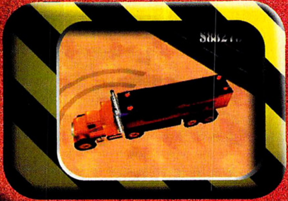
# HEAVY EQUIPMENT

In addition to the heavy diggers, the Blast Corps has a variety of other construction and demolition equipment at their disposal. This miscellaneous gear will help you do things like quickly travel from place to place, or move things around to solve some of the puzzle-like missions.



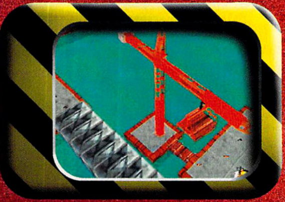
### FREIGHT TRAINS

Several levels will require you to ride the rails. You can use the train's flat car to haul vehicles or to bridge gaps.



### EIGHTEEN WHEELER

After you have cleared the path for the carrier, you can enter the Eighteen Wheeler to end the level. This will save your progress.

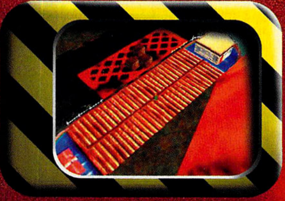


### CRANE

The crane can lift even the heaviest digger and move it to the other side of obstacles.

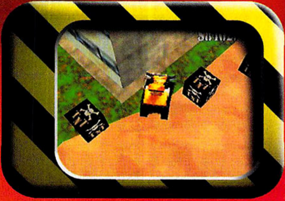
### THE MAN

Outside of your vehicle, you're just a man. The man is slow but he can go through openings that the huge diggers can't fit through.



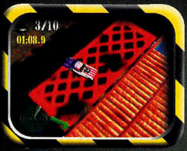
### BARGE

Use the slow moving barge, which only appears in a few of the missions, to bridge watery gaps.

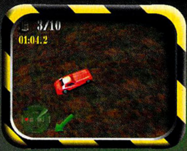


### TNT CRATE

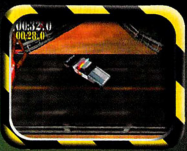
You can push the TNT Crates with the diggers. Slam these into buildings for added destructive punch.



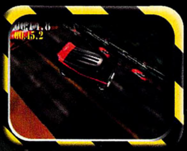
**STARS & STRIPES**



**MUSCLE CAR**



**POLICE CRUISER**



**CUSTOM VAN**

The automobiles are all basically the same in terms of performance with only slightly different handling characteristics.

DESTRUCTIVE POWER: E
SPEED: A
EASE OF USE: A

## DESTRUCTION CITY

From cities to rural farms, Blast Corps will have to blaze a trail through all kinds of terrain. Some structures are tougher to break than others, so if at first you don't succeed, try, try again. Certain vehicles are also more efficient at destroying certain structures.

## TERRAIN EFFECTS

The key to success with most of the vehicles is to get up some speed before you slam into your target. Roads and cleared concrete slabs are good terrain for getting a running start. Grass and rough terrain will slow down your diggers and make it difficult to achieve wrecking velocity. The added traction of the soft ground will also make it difficult or impossible to slide.

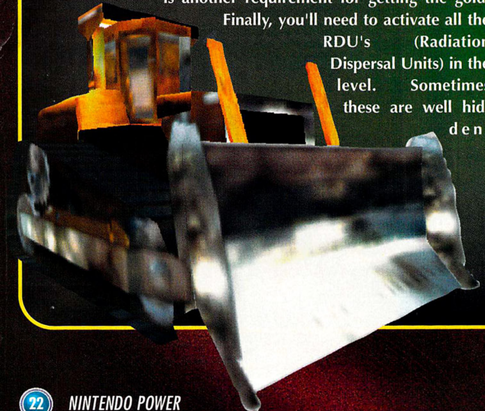
You'll want to keep an eye out for small ramps and jumps that will allow your wheeled and tracked vehicles to get airborne. This will give these normally earth bound vehicles extra power.

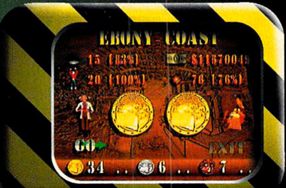
None of the Blast Corps vehicles will harm any of the trees that dot the landscape. This environmentally responsible credo can often complicate their missions.

## HE SMASHES, HE SCORES!

In order to grab the gold medal in each mission, you'll need to be perfect in several categories. First, you'll have to destroy every building. You probably won't be able to do this the first time you tackle a mission, since you'll be concentrating on the buildings that are actually in the carrier's path. You'll have to go through the level again once you've cleared the path to knock down all the structures. By leveling all the buildings, you'll find all the people hidden in the level, which is another requirement for getting the gold. Finally, you'll need to activate all the RDU's (Radiation Dispersal Units) in the level. Sometimes these are well hidden, so you'll need to drive around and look for them. (Tedious work, but someone's gotta do it!)

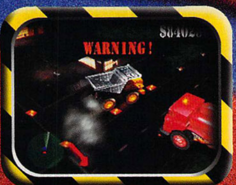
Most of the missions also have Satellite Antennas that you must activate. If you find these, they will open bonus levels on the world map. Although you can restart or exit a level at any time, if you do anything, you'll want to make sure that you finish the mission by entering the Eighteen Wheeler. This will save your progress.





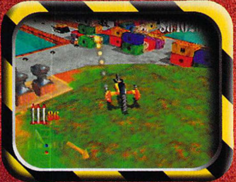
# MISSION BRIEFING

There are several different mission types in Blast Corps. These get more challenging as you go on, with more durable buildings, a faster carrier, and just plain more to destroy.



## CLEAR A PATH

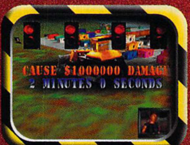
Your goal in every mission is to clear a path for the carrier, but in the earlier missions this is all you need to do. Later missions mix it up a bit.

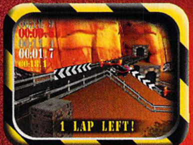


## PUZZLE

Some of the missions are more complicated than others and require brains in addition to brawn. For example, you'll have to use the vehicles at your disposal to bridge gaps and to transport other vehicles to where they're needed. Even in the standard missions, there may be sub-missions that you need to accomplish, such as finding the scientist or Satellite Antennas.

## BONUS, TRAINING AND RACE





Find the Satellite Antennas and you'll open bonus levels on the world map. Sometimes these just have fun things to do, other times they will provide valuable training in handling the many Blast Corps vehicles.

CONGRATULATIONS
ON YOUR PROMOTION!

## RANKS

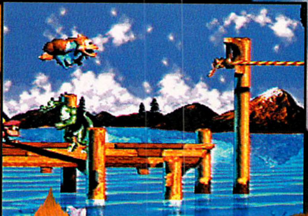
As you get the gold medal in each of the different missions, you'll be promoted up the ranks in the Blast Corps organization, from Rookie Wrecker, to Decorated Damager, to Expert Destroyer and beyond.

## RESCUE THE SCIENTISTS!!

Even after you clear the path for the carrier, raze all the buildings and activate all the RDUs, you'll still need to find the six well-hidden scientists in order to arrange for the safe detonation of the nuclear devices. These brainy buddies are not going to be easy to locate, and finding them is one of the greatest challenges of the game. Overall, it is the task of getting a gold medal in every level, along with the challenge of finding the six scientists, that adds to the depth of game play in Blast Corps, making it much more than just a smash 'em up. We're looking forward to giving this game a complete strategy break down in a future issue of Nintendo Power!

# DONKEY KONG COUNTRY 3™ DIXIE KONG'S Double Trouble!™

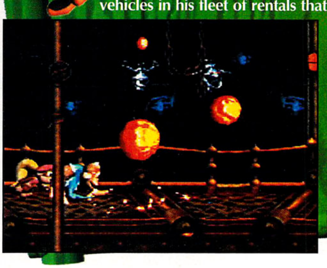
c 1996 Nintendo.

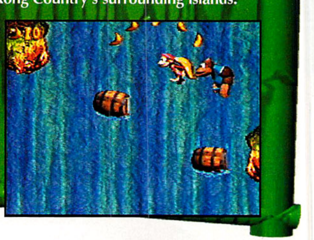


**Join Dixie Kong for a barrelful of Super NES monkey business in Donkey Kong Country 3: Dixie Kong's Double Trouble (DKC 3). Dixie must balance babysitting, banana collecting and bear bartering as she seeks the missing Kongs.**

## Dixie and Kiddy Dodge Double Trouble

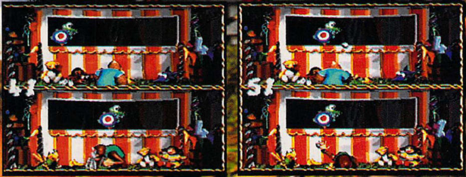
You'll find a lot that is familiar in DKC 3, along with even more that is not! The great play control from the first two games is here, but with all new terrain to exercise it in. There are heaps of new obstacles you can climb on, pick up and throw, break, bop and barrel through. Of course, several new animal friends have been added, including an entire clan of bears ready to barter bonus baubles. In DKC 3, you'll have to search the overworld map for secret passages in addition to the ones you'll find in the action levels. Your old pal, Funky Kong, also has a handful of new vehicles in his fleet of rentals that will help you to fully explore Donkey Kong Country's surrounding islands.



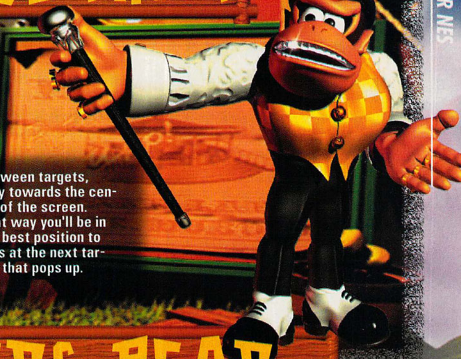


# IT'S SWANKY'S SIDE SHOW!

Compete against that champ of chimps, that crusty curmudgeon, Cranky Kong, in a contest of skill and chance. You will bag bananas and Bear Coins if you can conquer Cranky and his curve ball in three different challenges.



Between targets, stay towards the center of the screen. That way you'll be in the best position to toss at the next target that pops up.



# THE BROTHERS BEAR

You'll bump into the Brothers Bear throughout the many islands. These bears love to barter and will trade Bear Coins and other items for a variety of merchandise and services. Here's just a sample of their wares.

### SHELL

Bazaar Bear sells seashells by the sea shore. Buy the Shell here and trade it to a collector later.

### PATCH

You'll win this after beating Arich, the giant spider. A Patch like this would be useful for fixing Funky's hovercraft.

### SKIS

You'll get Skis from some of the bosses. Someone into extreme sports will really ape-preciate them.

### FLOWER

Look for this rare bloom outside Cotton Top Cave. It may interest someone whose hobby is botany.

### MIRROR

For a mere 50 Bear Coins you can own this antique piece of island history. It will be valuable trade bait later.

### WRENCH

You'll have to trade an expensive item for the Wrench. Use the Wrench at Razor Ridge to retrieve a Banana Bird.

# Kiddy Can Cause Chaos

The titanic toddler, Kiddy Kong, can really throw his weight around. His power moves allow him to smash and bash his way through many island obstacles. The Kiddy and Dixie team can reach areas that neither could get to alone.

### SMASH

When thrown, Kiddy falls with great force, breaking floors that might be weakened by cracks. You can often reach Bonus Barrels using the Smash.

### ROLL

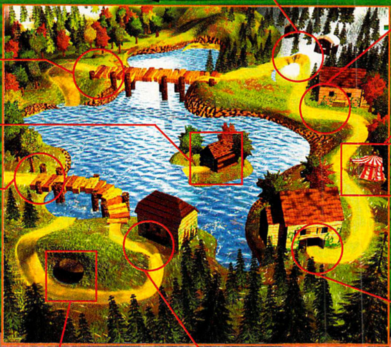
Kiddy can roll like a bowling ball, knocking out enemies that stand in his way. Roll off the edge of a platform and jump to spring farther than usual.

### TEAM ROLL

Dixie can ride the rolling Kiddy if she tosses him against a wall first. This is no kiddie coaster though; you have to use it in the proper places.

# Lake Orangatanga

Discovered by some of the first explorers of Donkey Kong Country, Lake Orangatanga was a relatively peaceful area, but that's nothing a horde of Kremlings can't cure! The different challenges here will prepare you for the perils ahead. Be sure to use every opportunity to collect and save all the Bear Coins you can-- you'll need them later.

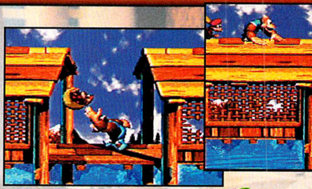


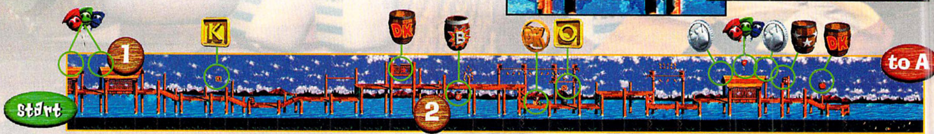
④ SKIDDA'S ROW
⑤ SQUEALS ON WHEELS
③ TIDEL TROUBLE
BARNACLE'S ISLAND
SWANKY'S SIDESHOW
① LAKE LIMBO
⑥ BELCHA'S BARN
WRINKLY'S SAVE CAVE
② DOORSTOP DASH

## ① Lakeside Limbo

### ① ROOFTOP 1-UPS

Use Kiddy to throw Dixie onto the roof of one of the buildings at the start of Lakeside Limbo. There are 1-up Balloons on each of the rooftops.

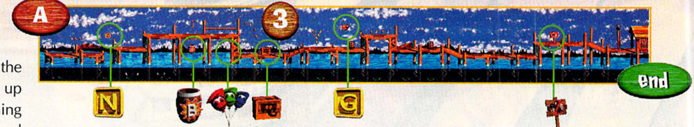


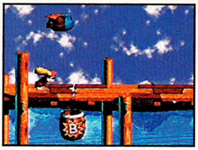


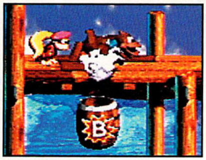
K
DK
B
1
2
start
to A

### ② SMASH IT UP

To reach the Bonus Barrel below the planks, use Dixie to throw Kiddy up in the air. Kiddy will come crashing down on the hole in the plank and clear the way to the Bonus Barrel.

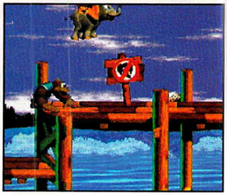






### ③ MORE THAN JUST A "G"

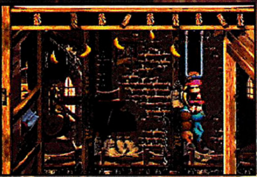
The letter "G" in K-O-N-G is hidden behind a Booty Bird. Knock out the bird with a barrel. If you make it to the "No Animal" sign with Ellie, you'll earn a Bear Coin.

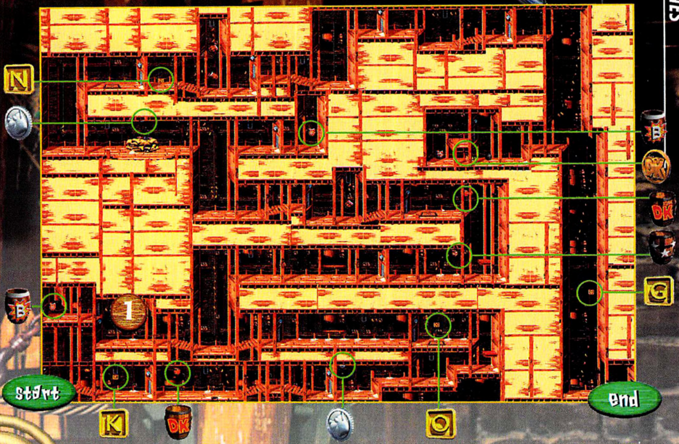


# 2 Doorstop Dash

## 1 HANG AND SPIN

To reach the bonus area, use Dixie to throw Kiddy up to the handle. When the door is open, use Dixie's Helicopter Spin to float from the handle through the door to the Bonus Barrel.

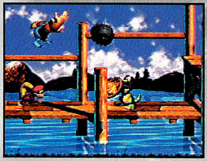


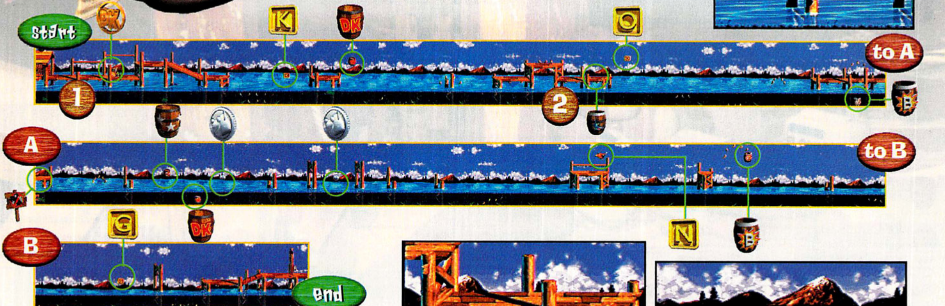


# 3 Tidal Trouble

## 1 BARREL OVER KOIN

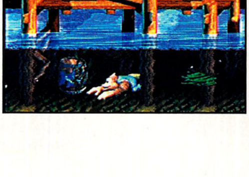
To win the DK Coin, get the Steel Barrel on the roof near the start. Toss it over Koin's head (press Up on the Control Pad as you throw) so it rebounds off the wall and hits him in the back.

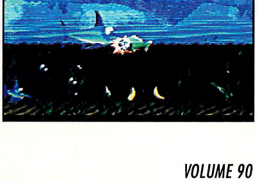




## 2 ENGUARDE!

The Enguarde Barrel is hidden beneath the wharf. Walk over the footboards and then swim back to jump into it. As Enguarde, you'll be able to defeat the Koco fish and reach the Bonus Barrel.

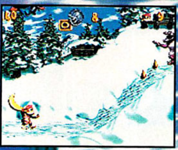


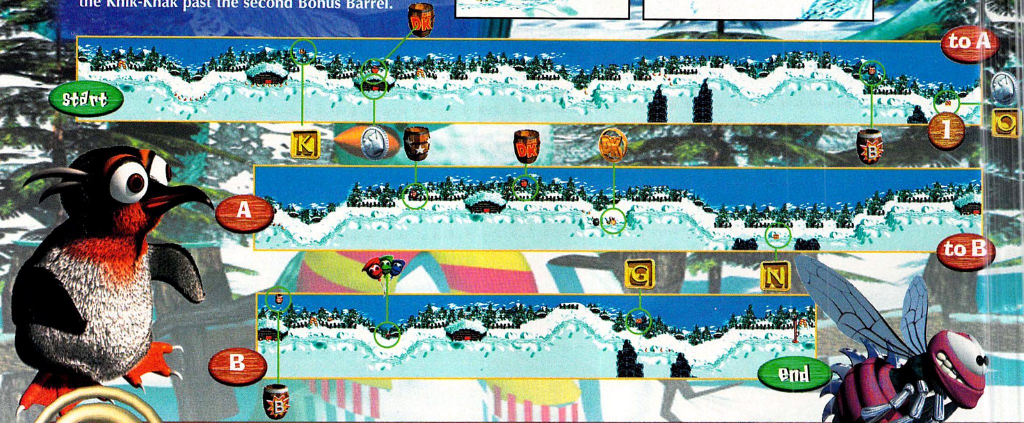


# 4 Skidda's Row

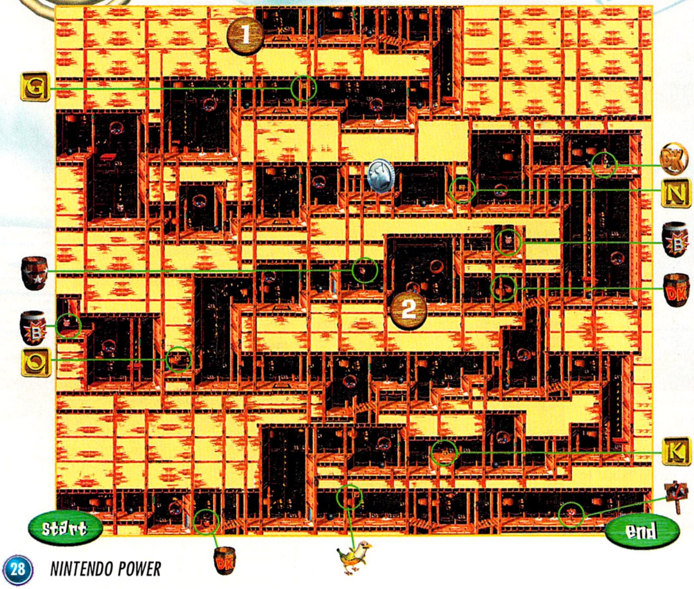
## 1 WELL-HIDDEN TREASURE

There are many invisible treasures hidden in Skidda's Row. For starters, look for a Bear Coin above the letter "O" and a red 1-up Balloon above the Knik-Knak past the second Bonus Barrel.



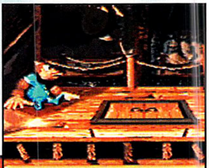


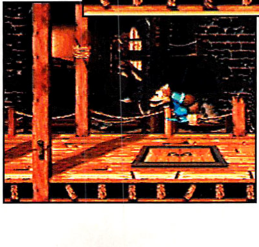
# 5 Squeals On Wheels



## 1 THE WHEELS ARE IN MOTION

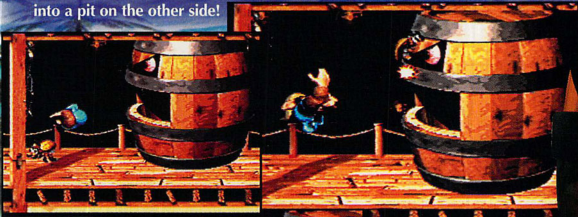
Knock out all the Squeals to open the doors as you make your way to the top. At the top, drop through the hatches to return to the start, where the door blocking the exit will be open.

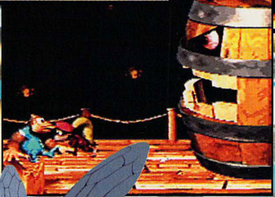


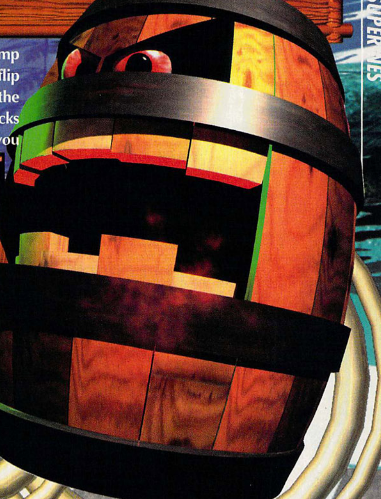


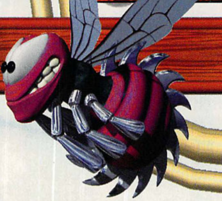
# 6 Belcha's Barn

The big barrel boss, Belcha, spits barrels that contain bugs. Stomp the barrels to release the insects, then stomp the insects again to flip them. Pick up the bugs and hurl them into Belcha's mouth. He'll belch, and the force of his foul emissions will push him backwards. Keep doing this until he backs into a pit and falls to his doom. If you don't keep pushing him back, he'll push you into a pit on the other side!



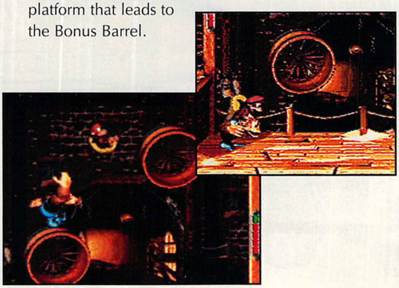






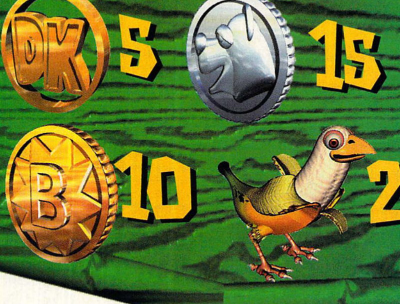
## 2 TEAM THROW TO THE BONUS

Defeat the Squeals in the wheels, then use the team throw to make Kiddy toss Dixie up to the higher wheel. From there, throw her up to the platform that leads to the Bonus Barrel.



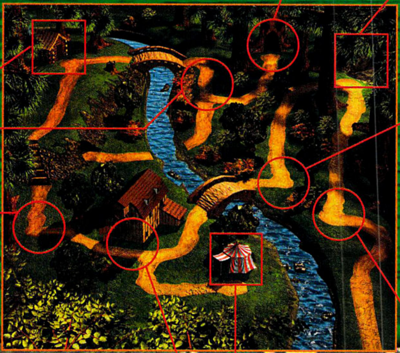
## Status

Hi kids, it's time for a pop quiz! Do you have the items shown below? A good student will have at least this many coins. Give yourself extra credit if you have more! Don't forget, you can repeat levels to score more Bear Coins, but I don't want you wasting them at Swanky Kong's Sideshow!



# Kremwood Forest

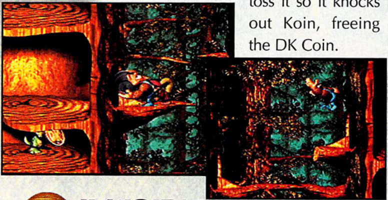
Kremwood Forest demonstrates more of the diversity of the islands of Donkey Kong Country. There are huge trees to climb up and through, dark, deserted mills to explore, and a couple of courses along raging rivers. The river courses are the toughest, as they require pinpoint jumping skills to keep your fur dry.


6 ARICH'S AMBUSH
WRINKLY'S SAVE CAVE
BRASH'S CABIN
2 RIVERSIDE RACE
5 BOBBING BARREL BRAWL
4 SPRINGIN' SPIDERS
1 BARREL SHIELD BUST-UP
3 MURKY MILL
SWANKY'S SIDESHOW

## 1 Barrel Shield Bust-Up

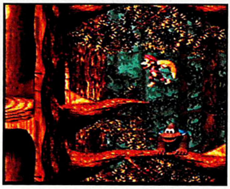
### 1 DK COIN CAPTURE

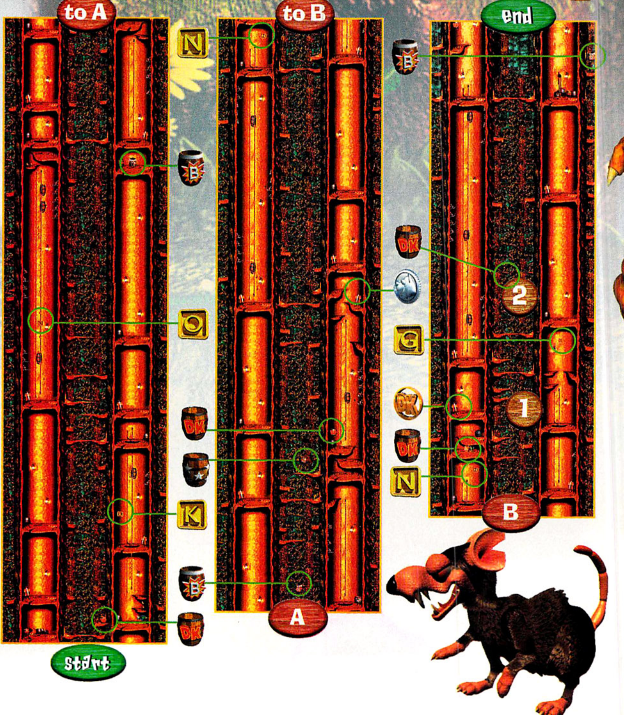
Use Kiddy to throw Dixie up from the short branch just beyond the letter "N." Grab the Steel Barrel and toss it so it knocks out Koin, freeing the DK Coin.



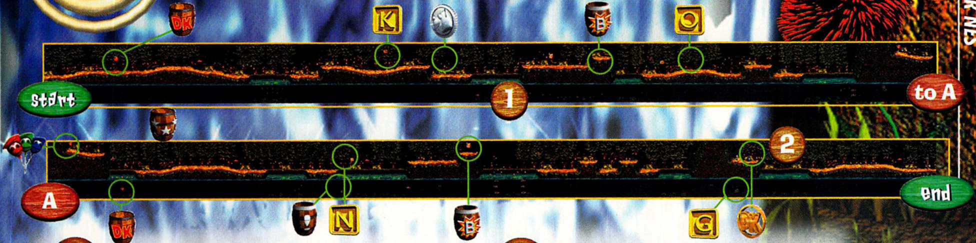
### 2 INVISIBLE BUDDY

Your ears are not deceiving you here. If you don't have your buddy, you can break an invisible DK Barrel in the branches at this point. Two Kongs are better than one for the climb ahead. If you have your buddy, you can break the barrel.



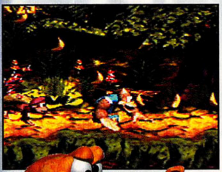

to A
to B
end
N
B
O
DK
K
B
DK
N
DK
G
DK
DK
N
2
1
A
B
start

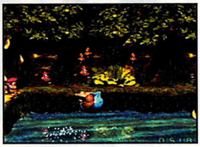
# 2 Riverside Race



## 1 KIDDY CAN SKIP

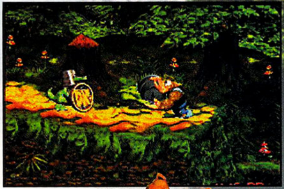
If you make Kiddy roll off a platform into the water and press the jump button just as he touches its surface, he will skip along the top. Just don't try it when there are fish below!





## 2 OPERATION: DK COIN

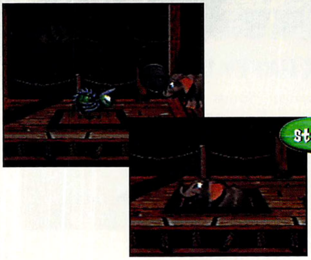
You'll need Kiddy's water-skipping skills to get the DK Coin. Go to the end of the level where the bees will stop chasing you for a second. Backtrack and use Kiddy's water skip move to bounce over the water and onto Koin's platform.

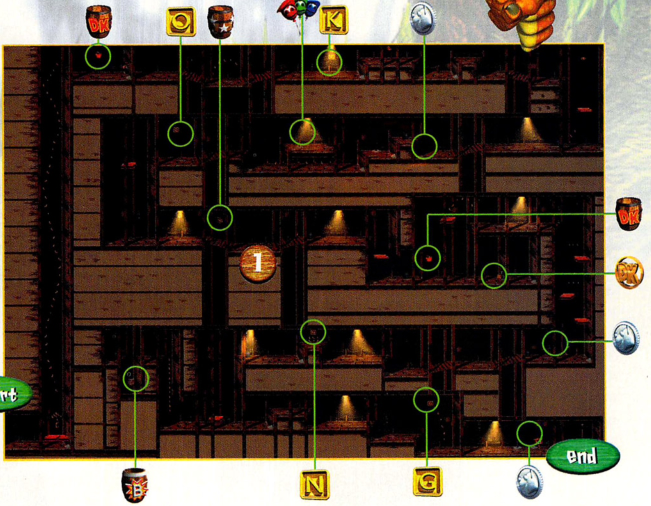


# 3 Murky Mill

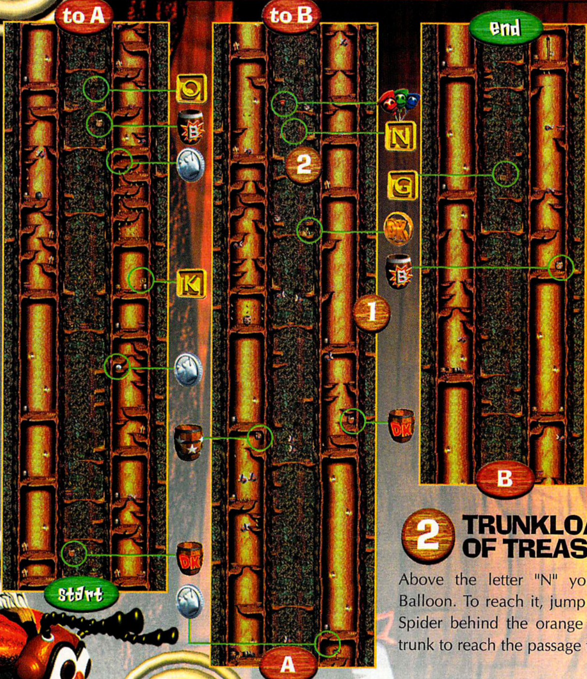
## 1 GOING DOWN!

A green Buzz blocks the way to the Bonus Barrel payoff in the middle of Murky Mill. Use the Steel Barrel to knock him out, then jump up and fall through the trap door into the Bonus Barrel.



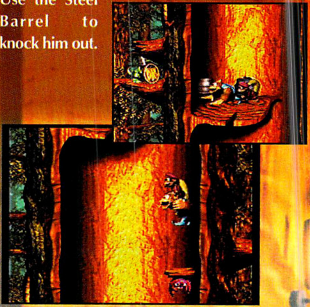


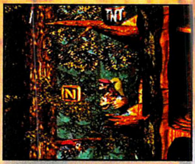
## 4 Springin' Spiders



### 1 TRADE STEEL FOR GOLD

From the Springin' Spider in the right tree trunk, use Kiddy to throw Dixie up to the platform behind Koin. Use the Steel Barrel to knock him out.

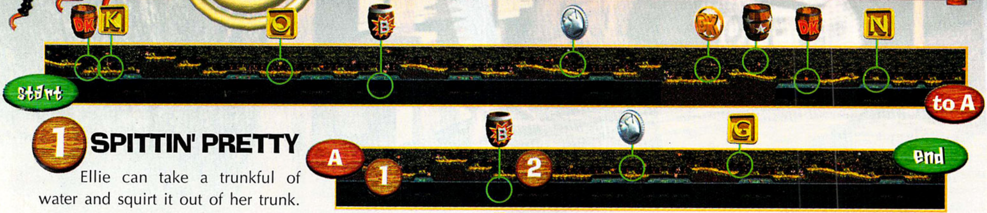




### 2 TRUNKLOAD OF TREASURE

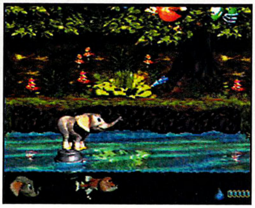
Above the letter "N" you'll see a 1-up Balloon. To reach it, jump on the Springin' Spider behind the orange Buzz in the left trunk to reach the passage to the treat.

## 5 Bobbing Barrel Brawl



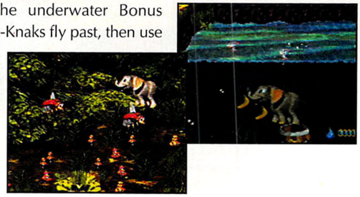
### 1 SPITTIN' PRETTY

Ellie can take a trunkful of water and squirt it out of her trunk. Press Up on the Control Pad while you shoot so the water will arc upwards, making it easier to hit aerial targets.



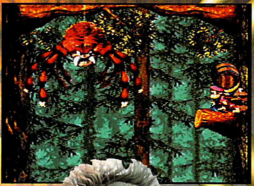
### 2 KNIK-KNAK PATTY WHACK

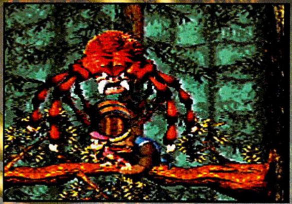
To reach the underwater Bonus Barrel, let the Knik-Knaks fly past, then use them as aerial stepping stones and take a flying leap to go deep.



## 6 Arich's Ambush

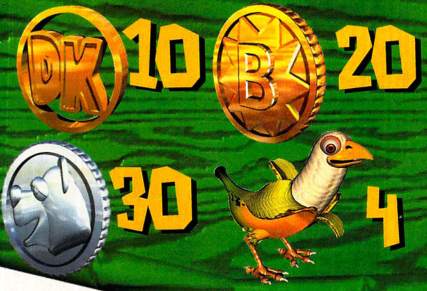
The huge spider, Arich, is a tough customer on the outside, but penetrate his defenses and you'll squish him like a bug. The key to beating Arich is to hit him in the jaw with the barrel. This is easiest to do with Dixie holding the barrel above her head. Just watch out for his claws and for the small blobs of bouncing spider silk that he'll spit at you.





## Status

Hello again, children! It's test time again! Do you have the items on my list below? I hope you are saving all your Bear Coins for a rainy day so you can buy yourself something nice. And I do so like those Banana Birds. They really brighten up my old cave...

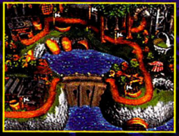


## Next issue

Find out more about the other islands in Donkey Kong Country 3! The toughest parts of the game are ahead (duh!), and we'll have the hints you need to catch up to Donkey and Diddy. Can you unmask the new Kremling leader, KAOS?!

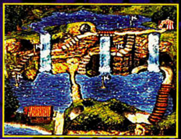
### MEKANOS

**The Kremling factories of Mekanos Island are full of mechanical horrors and toxic terrors that are the by-products of heavy industrial activity.**



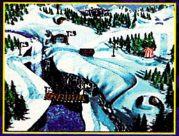
### COTTON TOP CAVE

**The picturesque waterfalls of Cotton Top Cave have been spoiled by the appearance of many grotesque Kremlings.**



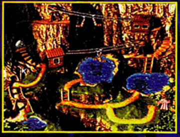
### K3

**This peak is the haunt of the abominable snow man, Bleak. He's ready to pop a giant snowball at any who trespass on his mountain passes.**



### RAZOR RIDGE

**Razor Ridge has the sharpest game play in the game. Can you make the cut and clash with KAOS? And what about this Lost World the Brothers Bear keep talking about?**



Only the STRONG survive in the...

# ARENA

## MORE TWISTED CHALLENGES

Keep sending in your most twisted and outrageous challenges. If we use your entry, you'll receive four Super Power Stamps. Here's the latest round of winners:

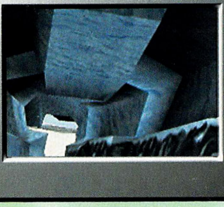
- *In Super Metroid, can you defeat Dragoon in Maridia without getting hit once?* Mike Fertoli, Staten Island, NY
- *Can you complete Pilotwings without using the plane?* Kyle Owens, McGraw, NY
- *In Super Mario Kart, can you win all of the races in 100cc mode while giving your opponents a ten second head start?* Jeff Hanson, Freeport, IL
- *In Final Fantasy III, can you make it to the World of Ruin without equipping any of your characters with new weapons or armor?* John Dalton, Wildwood, FL

**Answers for Volume 89 "Name That Game!"** Quiz: 1. Megaman Soccer 2. Rampart 3. Shadowrun 4. Final Fantasy II 5. Donkey Kong Country 2: Diddy's Kong Quest 6. Chrono Trigger 7. Ken Griffey Jr.'s Winning Run

## CHALLENGE #1

### PILOTWINGS 64

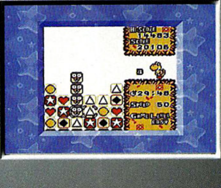
How far can you fly into the Ice Cave with the Hang Glider? Select the Chicken Dive assignment and take a detour to the Ice Cave. It's tough to make the first left twist in the cavern and even tougher to dodge the rocks, but if you're one of the best, you might be able to cruise past an underground waterfall and squeeze off a few photos of your adventure. The best shots of the Ice Cave's interior win four Super Power Stamps. If you can't find the Ice Cave, check out Counselors' Corner on page 76.



## CHALLENGE #2

### TETRIS ATTACK FOR GAME BOY

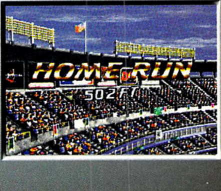
It's a portable Arena challenge! Grab your Tetris Attack for Game Boy and see how high you can score on Endless mode. You might find that you get your highest scores by starting on Speed Level 1 with the Game Level on Easy. That will give you time to set the really big combos. Our resident pros were flipping their way past 20,000 points on their first try, so your score should crush that mark, right? The top twenty attackers win four Super Power Stamps.



## 82

### KEN GRIFFEY JR.'S WINNING RUN

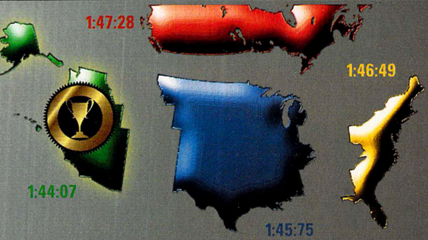
Baseball season might be over, but the Battle Zone is smokin' with a major league long ball contest. How far can you hit the ball in the Home Run Derby? A few heavy hitters thought the limit was 502 ft., but then a Nintendo Power staffer broke through to the 506 mark (see the Arena photo on page 94 of Volume 86 for proof). Now there's a rumor about someone knocking the ball beyond the 510' barrier. Are you up for the challenge? The top twenty long ball sluggers will win four Stamps.



## SUPER MARIO KART

Best Times on Bowser Castle 3 (Volume 86)

| | | |
|---|---|---|
| Ray Mangan | Magalia, CA | 1:27:99 |
| Paul & Jesse Carlson | New Hope, MN | 1:30:05 |
| Mike Vollmer | Great Bend, NY | 1:30:15 |
| Steven Chu | Columbia, MD | 1:33:88 |
| Israel Knight | Dove Creek, CO | 1:34:66 |
| Daniel Casa | Scottsdale, AZ | 1:39:05 |
| Adam Pulley | Peoria, IL | 1:40:23 |
| Raymond Almeda | Hayward, CA | 1:42:02 |
| Adam Johnson | Rancho Cucamonga, CA | 1:42:04 |
| Tim Schumacher | Pierre, SD | 1:42:65 |
| Rory Mahood | Calgary, AB | 1:43:15 |
| Kevin MacCarone | Pottsville, PA | 1:43:56 |
| Patrick Czeranski | Skillman, NJ | 1:43:71 |
| Brandon Lueken | West Covina, CA | 1:45:92 |
| Peter Bragiel | South Barrington, IL | 1:46:22 |
| Ben Miller | Honor, MI | 1:46:55 |
| Mark Zunseka | Central Islip, NY | 1:46:77 |
| Seth Thomas | Norman, OK | 1:46:83 |
| Jesse Couch | Nelson, BC | 1:46:93 |
| Darin Nicholls | Grand Rapids, MI | 1:48:06 |



It was a tight race in the zone this month as the average times in all four regions of North America finished almost within a second of each other. Ray Mangan mangled the pack by breaking the 1:28 barrier by one one-hundredth of a second! Paul and Jesse Carlson kept Central in the fight while Koopa Beach 1 Champ, Mike Vollmer, returned to keep the East close in third. Rory Mahood of Calgary led the Great White North contingent.

## SUPER MARIO KART

Best Times on Mario Circuit 2 (Volume 84)

| | | |
|---|---|---|
| Brad Klaus | St.Clair Shores, MI | 1:11:26 |
| James Ridener | Hillsdale, IN | 1:13:33 |
| Ben Miller | Honor, MI | 1:15:29 |
| Mike Vollmer | Great Bend, NY | 1:17:33 |
| Jeffy Arensmeyer | Oxford, AL | 1:18:00 |
| Frederic Busque | Pintendre, PQ | 1:19:63 |
| Alan Frenklach | Orinda, CA | 1:21:48 |
| John Moran | Lincoln, MA | 1:21:97 |
| Gregory Bailey | Livermore, CA | 1:22:21 |
| Ben Miller | Honor, MI | 1:22:45 |
| Derek Redfearn | Vader, WA | 1:22:83 |
| Ben Gruver | Collinsville, OK | 1:22:90 |
| Dan & Justin Cooper | Ingram, TX | 1:23:21 |
| Brinton Ward | Lemon Grove, CA | 1:23:46 |
| Brandon Redfearn | Vader, WA | 1:24:61 |
| Loran Tripp | Racine, WI | 1:25:32 |
| David Strom | Augusta, GA | 1:25:37 |
| Matthew Pourick | Augusta, GA | 1:25:44 |
| Rene Richard | Kapuskasing, ON | 1:26:00 |

## KEN GRIFFEY JR.'S WINNING RUN

Top Home Run Totals (Volume 86)

| | | |
|---|---|---|
| Jason Imhoff | Monsey, NY | 35 |
| John Kemp | Omaha, NE | 30 |
| Kevin Rossler | Midland, TX | 25 |
| Rand Caballero | San Jose, CA | 24 |
| Keith Ryker | Stephens City, VA | 24 |
| Seth Thomas | Norman, OK | 23 |
| Charles Fargo | Annandale, VA | 21 |
| Jason Yu | San Gabriel, CA | 21 |
| Joey Salvo | Bronx, NY | 20 |
| Justin Frederick | Seaside, CA | 17 |
| Adam Price | Jacksonville, FL | 17 |
| Zach Stinner | Fairlawn, OH | 17 |
| Brian Tse | Willowdale, ON | 17 |
| Ricky Williams | Georgetown, KY | 17 |
| Rowan Murray | Lebanon, NJ | 16 |
| Robert Borzychowski | Niagra on the Lake,ON | 15 |
| Brian Kerska | Rochester, MN | 15 |
| Brian Falasca | Fairfield, CT | 13 |
| Larry Licht | Sewell, NJ | 12 |

## MEGA MAN X3

Completed Rhino Stage first (Volume 84)

| | |
|---|---|
| Chris Appofson | Lake Orion, MI |
| Joshua Bellon | Brightwood, VA |
| Jason Booker | Saratoga, CA |
| Danny Bourque | Morgan City, LA |
| Spencer Bryant | Jacksonville, FL |
| Geri Jun Capino | San Leandro, CA |
| Aaron Decoteau | Santa Clara, CA |
| Rickie Dennis | Charlottle, NC |
| Mark Flayler | Graytown, OH |
| Michael Fraiz | Phoenix, AZ |
| Nicholas Franklin | Arcata, CA |
| Brandon Gibson | Richmond, VA |
| Terry Guarisco | Morgan City, LA |
| Mike Herman | Mission Viejo, CA |
| Adam Hines | Harvest, AL |
| Nick Isaacs | Lincoln, NE |
| Matthew Koo | Windsor, ON |

### MEGA MAN X3 CONT.

| | |
|---|---|
| Ryan Kwolek | Meriden, CT |
| Derek Liston | Brockville, ON |
| Thomas Majlof | Saratoga, CA |
| Cody Melbourn | Carol Stream, IL |
| Donald Morgan | Allentown, PA |
| Moses Ortega | Alta Loma, CA |
| Benjamin Rosen | Cherry Hill, NJ |
| Gary Sliker | Califon, NJ |
| Steven Tyber | Littleton, CO |
| Brandon Valenzio | Lansing, MI |
| Michael Webster | Bridgeton, NJ |
| Jerry Whitlow | Ore City, TX |

## THE LEGEND OF ZELDA- A LINK TO THE PAST

Fourteen Hearts to Ganon (Volume 84)

| | |
|---|---|
| Sam Canet | Chadon, NE |
| Ronald Dysangco | Sturgis, MI |
| Drew Gross | West Chester, OH |
| Eric Hansen | Mukilteo, WA |
| Cindy Kilbourne | Shannon, MS |
| Jonathan Lathrop | Medford, OR |
| Krissy Lewis | Newport, OR |
| Justin Moore | Oregon City, OR |
| Chris Sula | Joliet, IL |
| Nathan Vogt | Arapahoe, NC |
| Justin Volk | Hudson, IL |
| Derek Von Suppiny | Stanhope, NJ |
| Steven Weiss | Old Bridge, NJ |

## ENTER THE ARENA

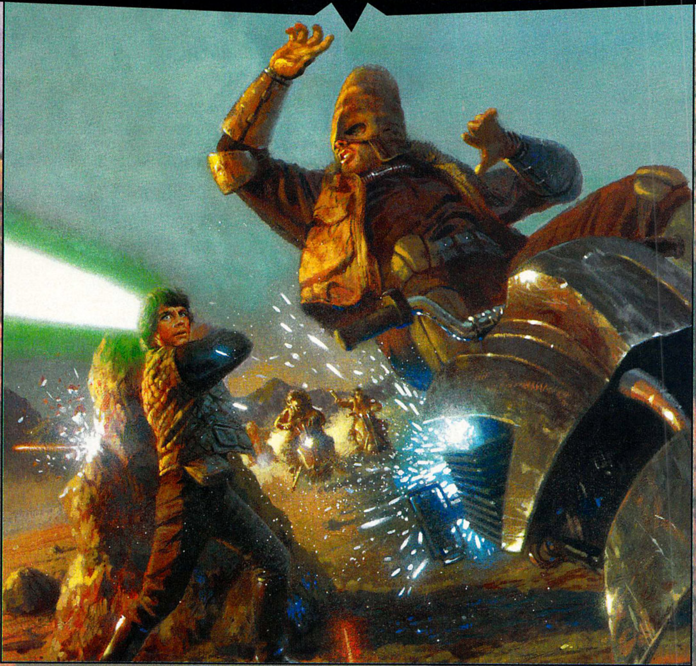
Write your name, address and Member Number on the back of your photo. Challenges in this issue must be received no later than December 10, 1996. The top qualifiers receive Super Power Stamps.

Include your Super NES in the photo of your high score. Dim the lights and then take a few photos without a flash. If you're taking a photo of a Game Boy, place it on a flat surface.

Address entries to:
POWER PLAYERS' ARENA
P.O. BOX 97033
REDMOND, WA 98073-9733

# STAR WARS®

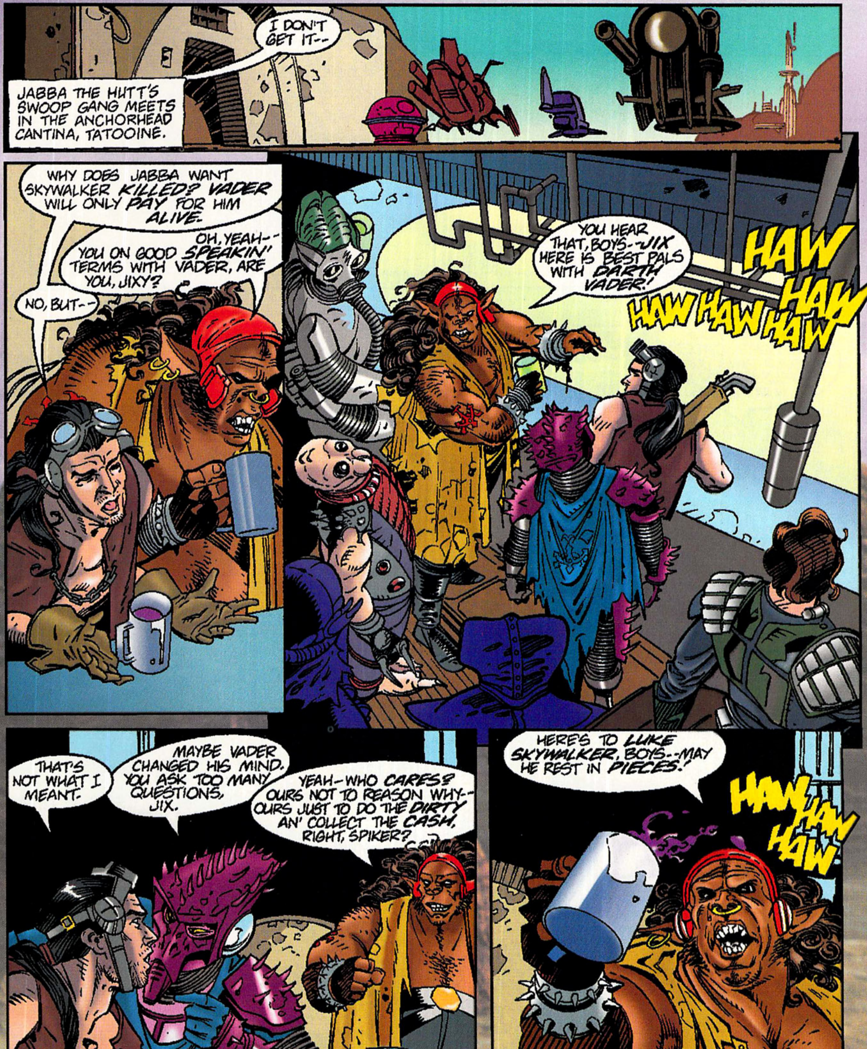
# SHADOWS OF THE EMPIRE™

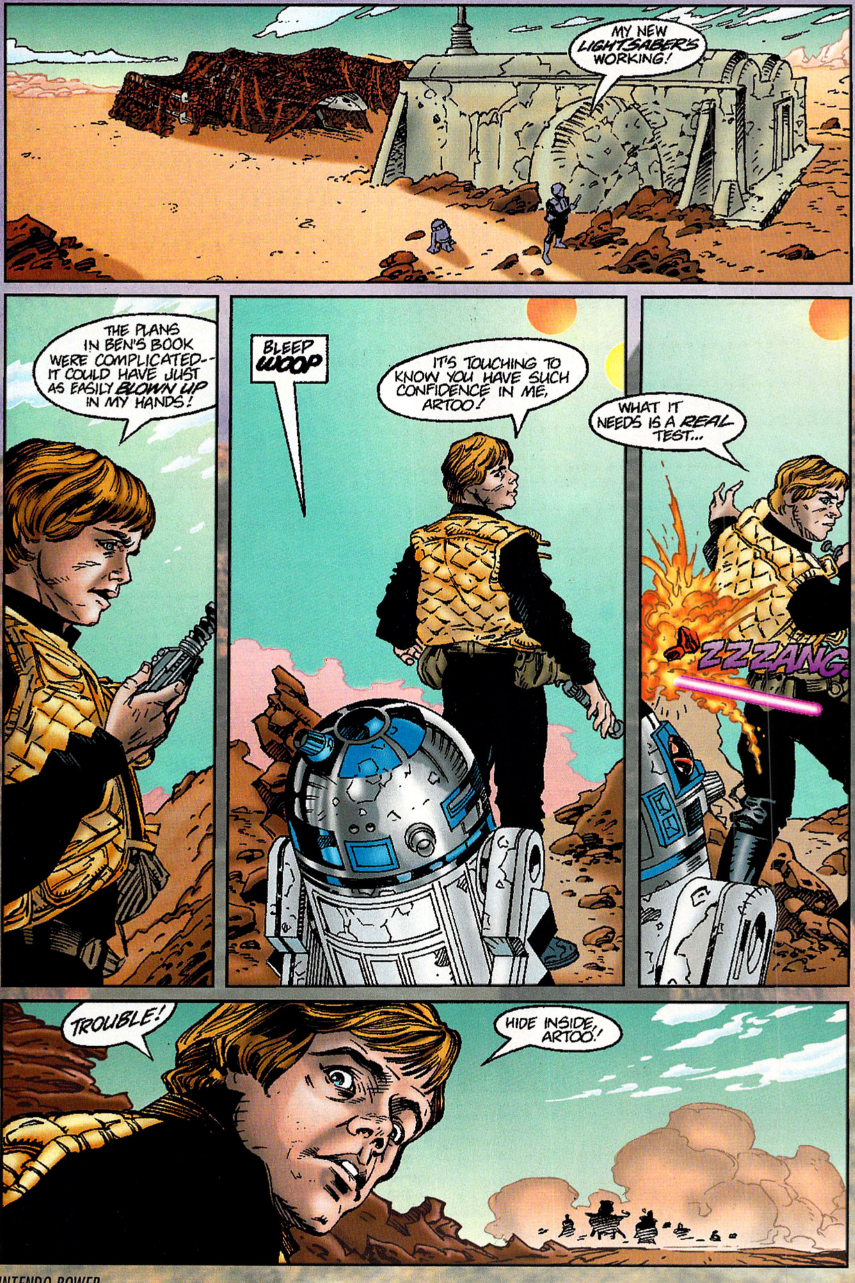


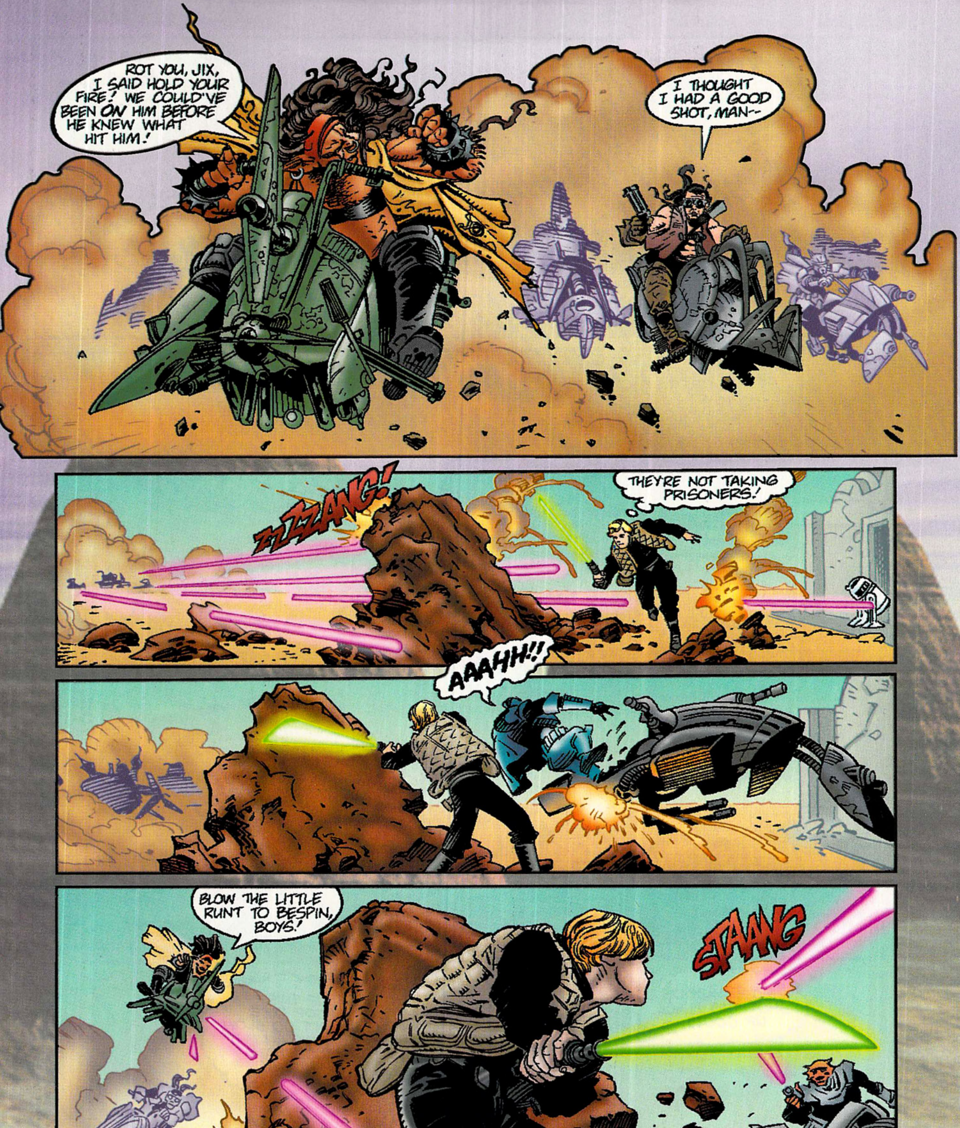
*Nintendo Power's* excerpt from Dark Horse Comics' graphic-novel epic, *Star Wars: Shadows of the Empire,* continues this issue on the desert world of Tatooine. We've chosen to focus on the parts of the story that involve space mercenary Dash Rendar, since he is the main character in the upcoming Nintendo 64 game. In the following pages, Dash and Luke team up to battle Jabba the Hutt's villainous swoop gang, further adding to the mystery of who is trying to have Luke Skywalker eliminated.

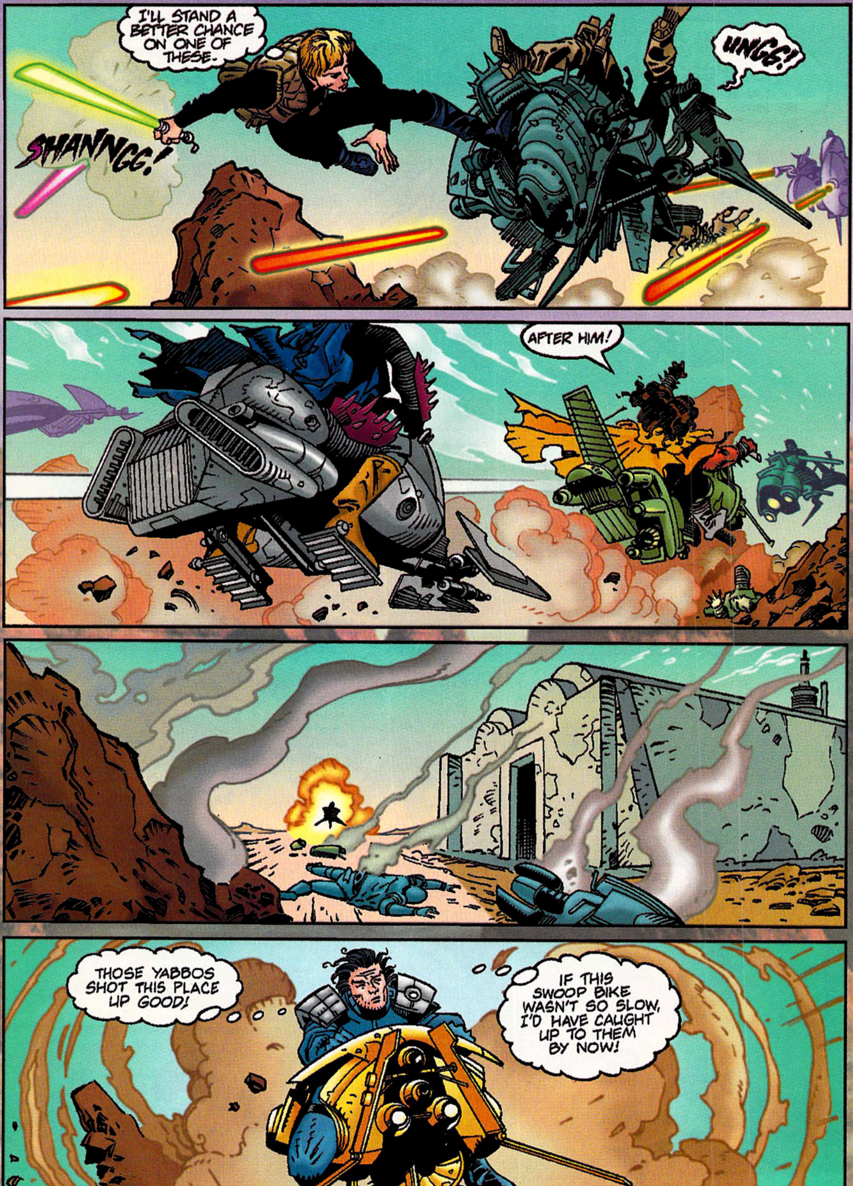
Dark Horse Comics has been publishing *Star Wars* comic books and graphic novels since 1991, beginning with *Star Wars: Dark Empire.* Since that series, Dark Horse has continued to create illustrated tales of the *Star Wars* universe that add to the story continuity of the movies and novels.

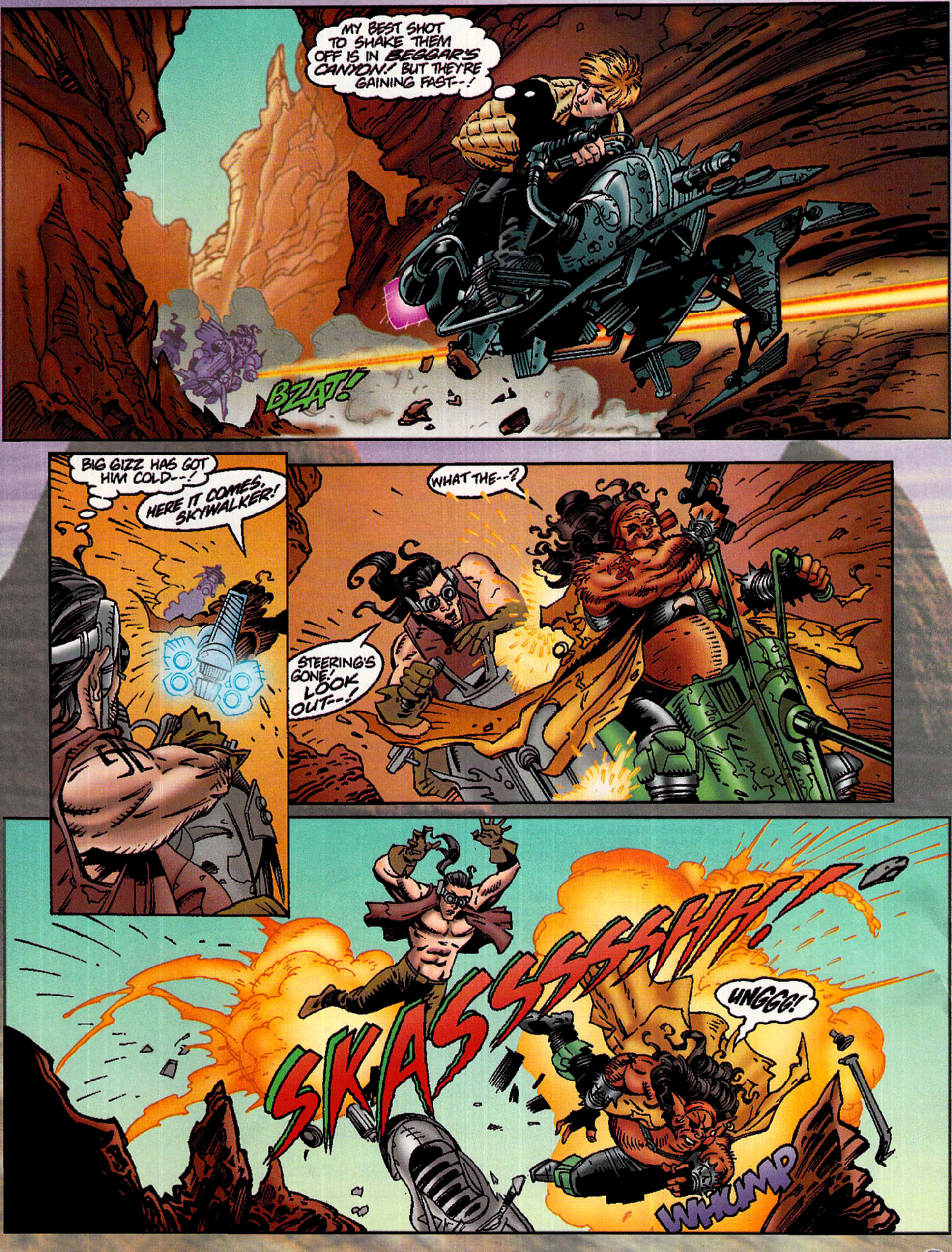
Dark Horse Comics' stories span the entire history of the *Star Wars* universe. Their *Tales of the Jedi* series goes back 5000 years prior to the first *Star Wars* film. The latest chapter in that series is *Golden Age of the Sith,* a story about a pair of hyperspace explorers who run afoul of a family of Hutts. Written by *Star Wars* novelist Kevin J. Anderson, the series delves into the legend of the Jedi and how they were perceived by the regular folk of the galaxy. You can find this series, as well as the complete version of *Star Wars: Shadows of the Empire,* at your local comic book specialty store (phone 1-888-266-4226 to find a store near you) or you can order them directly from Dark Horse by phoning 1-800-862-0052.

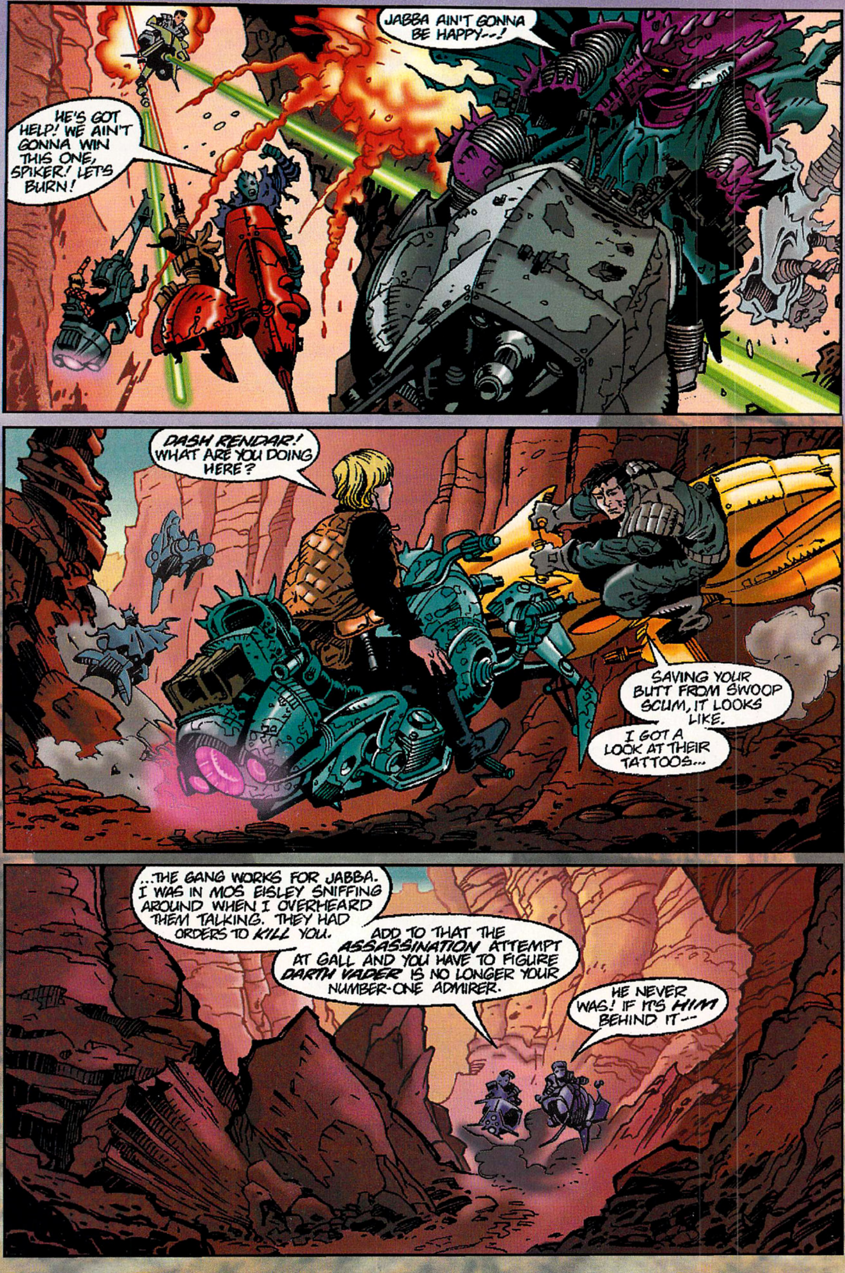

I DON'T GET IT--
JABBA THE HUTT'S SWOOP GANG MEETS IN THE ANCHORHEAD CANTINA, TATOOINE.
WHY DOES JABBA WANT SKYWALKER KILLED? VADER WILL ONLY PAY FOR HIM ALIVE.
OH, YEAH-- YOU ON GOOD SPEAKIN' TERMS WITH VADER, ARE YOU, JIXY?
NO, BUT--
YOU HEAR THAT, BOYS--JIX HERE IS BEST PALS WITH DARTH VADER!
HAW HAW HAW HAW HAW
THAT'S NOT WHAT I MEANT.
MAYBE VADER CHANGED HIS MIND. YOU ASK TOO MANY QUESTIONS, JIX.
YEAH--WHO CARES? OURS NOT TO REASON WHY-- OURS JUST TO DO THE DIRTY AN' COLLECT THE CASH, RIGHT, SPIKER?
HERE'S TO LUKE SKYWALKER, BOYS--MAY HE REST IN PIECES!
HAW HAW HAW
PRINCESS LEIA HIRED ME TO KEEP AN EYE ON LUKE, SO IT LOOKS LIKE HERE'S WHERE I EARN MY PAY...
YEEHA!! LET'S GET HIM!!

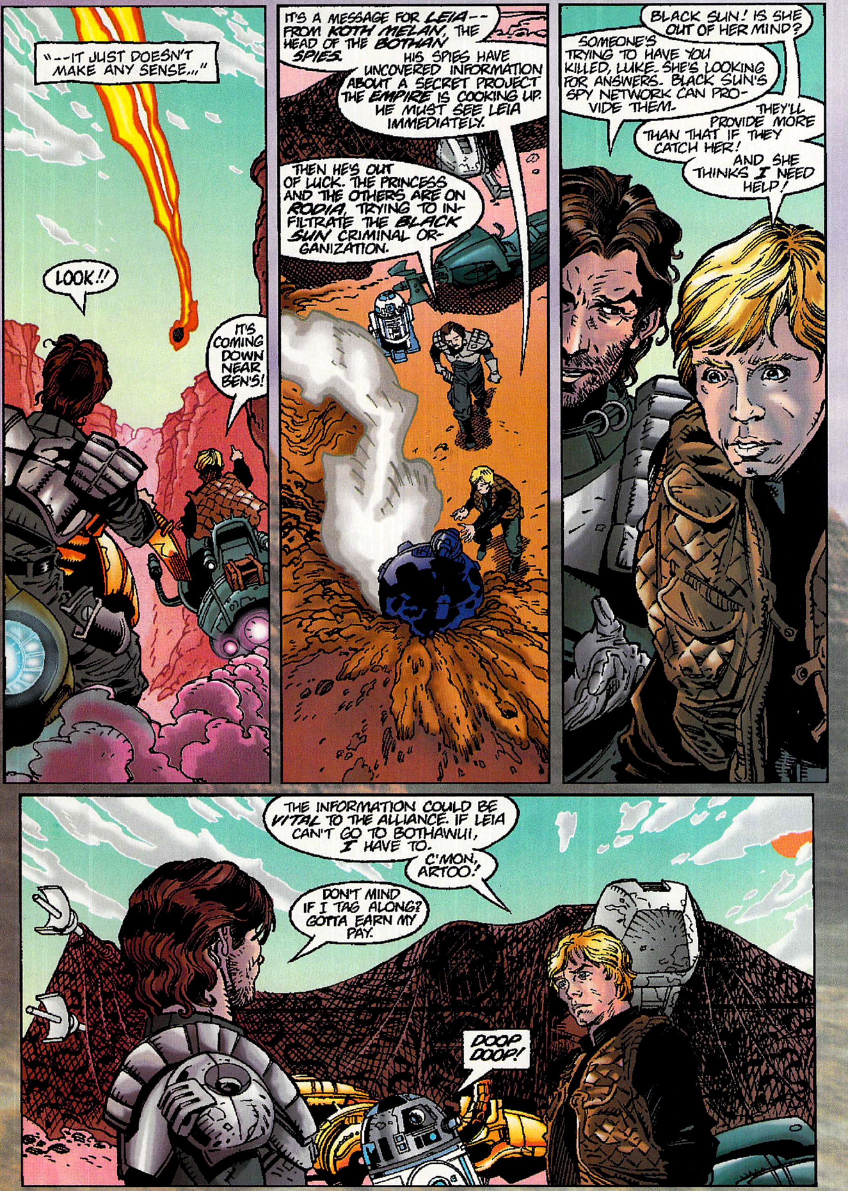

MY NEW *LIGHTSABER'S* WORKING!
THE PLANS IN BEN'S BOOK WERE COMPLICATED-- IT COULD HAVE JUST AS EASILY *BLOWN UP* IN MY HANDS!
BLEEP **WOOP**
IT'S TOUCHING TO KNOW YOU HAVE SUCH CONFIDENCE IN ME, ARTOO!
WHAT IT NEEDS IS A *REAL* TEST...
ZZZANG!
*TROUBLE!*
HIDE INSIDE, ARTOO!


ROT YOU, JIX, I SAID HOLD YOUR FIRE! WE COULD'VE BEEN ON HIM BEFORE HE KNEW WHAT HIT HIM!
I THOUGHT I HAD A GOOD SHOT, MAN--
ZzZZZANG!
THEY'RE NOT TAKING PRISONERS!
AAAHH!!
BLOW THE LITTLE RUNT TO BESPIN, BOYS!
STAANG


I'LL STAND A BETTER CHANCE ON ONE OF THESE.
SHANNGG!
UNGG!
AFTER HIM!
THOSE YABBOS SHOT THIS PLACE UP GOOD!
IF THIS SWOOP BIKE WASN'T SO SLOW, I'D HAVE CAUGHT UP TO THEM BY NOW!


MY BEST SHOT TO SHAKE THEM OFF IS IN BEGGAR'S CANYON! BUT THEY'RE GAINING FAST--!
BZAT!
BIG GIZZ HAS GOT HIM COLD--!
HERE IT COMES, SKYWALKER!
WHAT THE--?
STEERING'S GONE. LOOK OUT--!
SKASSSSSSHH!
UNGGG!
WHUMP


JABBA AIN'T GONNA BE HAPPY--!
HE'S GOT HELP! WE AIN'T GONNA WIN THIS ONE, SPIKER! LET'S BURN!
DASH RENDAR! WHAT ARE YOU DOING HERE?
SAVING YOUR BUTT FROM SWOOP SCUM, IT LOOKS LIKE.
I GOT A LOOK AT THEIR TATTOOS...
...THE GANG WORKS FOR JABBA. I WAS IN MOS EISLEY SNIFFING AROUND WHEN I OVERHEARD THEM TALKING. THEY HAD ORDERS TO *KILL* YOU.
ADD TO THAT THE *ASSASSINATION* ATTEMPT AT GALL AND YOU HAVE TO FIGURE *DARTH VADER* IS NO LONGER YOUR NUMBER-ONE ADMIRER.
HE NEVER WAS! IF IT'S *HIM* BEHIND IT--


"--IT JUST DOESN'T MAKE ANY SENSE..."
LOOK!!
IT'S COMING DOWN NEAR BEN'S!
IT'S A MESSAGE FOR LEIA--FROM KOTH MELAN, THE HEAD OF THE BOTHAN SPIES.
HIS SPIES HAVE UNCOVERED INFORMATION ABOUT A SECRET PROJECT THE EMPIRE IS COOKING UP. HE MUST SEE LEIA IMMEDIATELY.
THEN HE'S OUT OF LUCK. THE PRINCESS AND THE OTHERS ARE ON RODIA, TRYING TO INFILTRATE THE BLACK SUN CRIMINAL ORGANIZATION.
BLACK SUN! IS SHE OUT OF HER MIND?
SOMEONE'S TRYING TO HAVE YOU KILLED, LUKE. SHE'S LOOKING FOR ANSWERS. BLACK SUN'S SPY NETWORK CAN PROVIDE THEM.
THEY'LL PROVIDE MORE THAN THAT IF THEY CATCH HER!
AND SHE THINKS I NEED HELP!
THE INFORMATION COULD BE VITAL TO THE ALLIANCE. IF LEIA CAN'T GO TO BOTHAWUI, I HAVE TO.
C'MON, ARTOO!
DON'T MIND IF I TAG ALONG? GOTTA EARN MY PAY.
DOOP DOOP!
TO BE CONTINUED...

**CREDITS**

Written by John Wagner
Pencils by Kilian Plunkett
Inks by P. Craig Russell
Colors by Cary Porter
Color separations by Heroic Age Colors
Lettering by Dave Cooper
Design by Scott Tice
Edited by Peet Janes & Ryder Windham
Special Thanks to Allan Kausch & Lou Bank

*Star Wars®: Shadows of the Empire*™ ™ & © 1996 Lucasfilm Ltd. Dark Horse Comics® and Dark Horse logo are registered trademarks of Dark Horse Comics, Inc. ™ & © 1996 Dark Horse Comics, Inc. All rights reserved.

# CLASSIFIED INFORMATION

0428 6211 4842 0680

MEMBER IDENTIFICATION #

## KEN GRIFFEY JR.'S Winning Run

### Corrections and New Codes

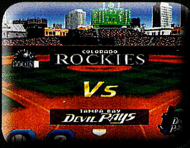
As we go to press, major league baseball is barreling towards the playoffs and pro football is just getting under way, so we've got sports on the brain here at CI Central. Before we get into the two new codes for Ken Griffey Jr.'s Winning Run, though, we must apologize for several errors in the codes we printed for this game back in Volume 88. We've decided to print them again, in their correct form, just to avoid confusion.

The Hidden Team code can be used after you've completed a season. The hidden teams are the Tampa Bay Devil Rays, the Arizona Diamondbacks, the N64 Team and our very own Team Nintendo. One, two or all four teams will be available, depending on whether you've completed a 26-game, 52-game or 162-game season. These teams will be available as opponents in any player vs. computer mode, except the Season mode. There's no way we know of, so far, to play as these teams.

The rest of the codes, including the new Super Pitches and Homerun codes, are available for use in two-player games. If you're having trouble entering them, complete the Challenge mode against the computer and try again. Enter the codes on the batting/pitching screen while the game is paused. If a code is entered corectly, you'll hear a tone. The Homerun code is good only for batters who appear in the Home Run Derby contest.

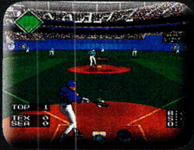
### Hidden Teams

Press A, B, X, Y, Up, Down and Select on the Title screen to access the hidden teams. The longer the season completed, the more teams you'll have to choose from.



### Max Ability

Press A, Right, Down, Left, A, Down and Select while the game is paused to maximize your team's abilities in all areas. The effects last for the rest of the current half of the inning.

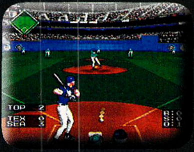


### Slow Down

Press Left, A, Right, Down, Y and Select to slow the opposing team's base runners or fielders to a crawl. This code will be in effect for the rest of the current half of the inning.

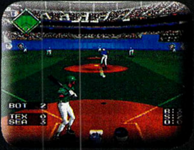
### Random Pitches

Press Left, Y, A, Right and Select to randomize the opposing pitcher's throws. For example, if the pitcher tries to throw a fastball, it may come out a slider, a curve, etc. This code affects the current at bat.



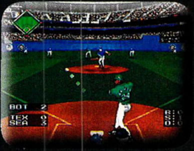
### Super Pitches

Press B, A, Down, B, A, Left, Left and Select to supercharge your pitching; e.g., Fastballs will become Super Fastballs, etc. This code affects the current at bat.



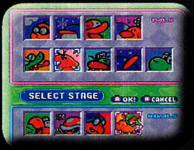
### Home Run

This code is for the batting team and affects the current at bat. Press B, Y, B, Y and Select. If you get a hit and the ball is fair, it will be a home run! Going, going...gone!

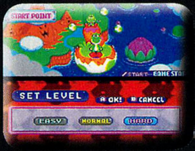


## Select Rivals and Extra Hard Game

Tetris Attack has captured the hearts and thumbs of puzzle fans everywhere, and we have two codes that will enhance your enjoyment of it even further. To access the "Rivals" in the two-player Vs. mode, press the L and R Buttons simultaneously on both controllers on the character select screen. While holding these buttons, press A on Controller II. This will cause the Rivals to appear. This will also lock in Player Two's character selection, but he or she can press B to cancel. If you've already beaten the one-player Vs. game on the Hard difficulty level, then you're probably ready for an Extra Hard challenge! Choose the one-player Vs. mode. On the Set Level screen, highlight the Hard level. While holding Up and the L Button, press A or Start.



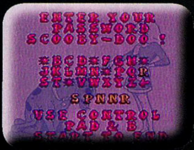
You can choose from any of the Rivals, even Bowser!



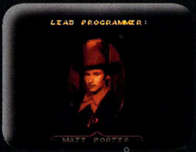
When the Extra Hard code is entered, the lower potion of the screen will turn red.

## Game Credits

If you'd like to take a look at the folks behind the scenes, enter S, P, N, N and R as your password. I wonder if they've seen every single episode of the show, too?



Enter this password as normal.



As our old pal, Scoob, would say, "Rooby Rooby Roooo!"

## Touchdown Dances

If football is more to your liking than baseball, then we have a dandy little code that allows you to choose which dance your player does when he scores a touchdown. As soon as you cross the goal line, simultaneously press one of the pairs of buttons shown below. There are eight dances to choose from. Who says big guys have no grace?

**Dance #1: Y+Up**
**Dance #2: Y+Down**
**Dance #3: Y+Left**
**Dance #4: Y+Right**
**Dance #5: B+Up**
**Dance #6: B+Down**
**Dance #7: B+Left**
**Dance #8: B+Right**

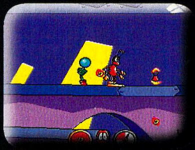
HAVE LANDED
THE EAGL

Some dances may not work unless you're in a particular situation.

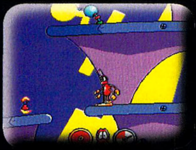
Will it be the Running Back Rumba or the Touchdown Tush Push?

## Unlimited Lives Trick

In Zone 1-3, there are two Extra Life icons. One is at the top center, the other in the left corner of the stage. Once you collect them, let yourself be defeated. When you return, the icons will reset. Your Extra Life counter stops at nine, but the game will keep track of any lives over that.



One of the icons is at the top center of the stage, while the other...



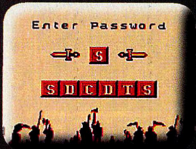
...is in the top left corner. Rack up as many lives as you like.

# DRAGONHEART

### Passwords

Help Sir Bowen uphold the knightly code of honor with these passwords. Can you turn King Einon from his path of evil, or is the kingdom doomed to suffer his wrath?

**Level 2: BCDLST**
**Level 3: DCLTSB**
**Level 4: LCTBSD**
**Level 5: CBLSBT**
**Level 6: TTSCDC**
**Level 7: SDCDTS**
**Level 8: BVDVSC**



You can choose to start at any point in your quest.

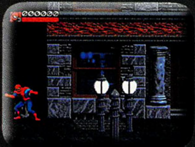
rebel camp
kara

It's a good thing that Draco is on your side!

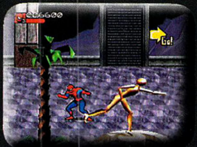
# SEPARATION ANXIETY

### Secret Rooms

If you've been searching for the secret rooms in this game, your quest is finally over. From the Start of Stage 1, walk up to the top left corner of the screen. Press the punch button (default set to Y) to warp. In Stage 8, make your way through the Mall until you get to the gold fountain. Stand towards the middle left of the screen and throw an enemy to the left and off the screen. You'll automatically warp to an area stocked with power-ups, extra lives and other goodies.



The first warp can be used only once per game.



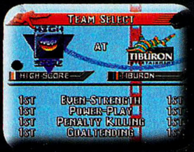
Stand about here to make this warp trick work.

# NHL 96

### Alternate Bonus Team Code

If you're having trouble with the Bonus Team code we printed in Volume 86, try this alternate code. Wait for the demo game to start. Now hold Select and tap the L and R Buttons very quickly. While you're doing this, press Start. As you enter the code, the screen will switch from the demo game to the Team Select screen, and that's okay.

Don't touch any buttons until the demo game begins.

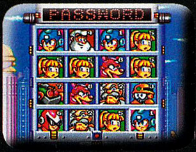


If you enter the code correctly, you'll hear a voice say, "kay-rog."

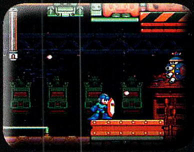
# MEGA MAN VII

### Full Power Password

Back in Volume 79, we printed the "Street Fighter" code for this game, which included a special password. In fact, if you just enter the password and don't complete the code sequence, you'll start at Dr. Wily's Castle with a complete inventory of items and weapons (including the awesome Proto Shield), all fully charged and ready to go!



Punch in this password as normal.



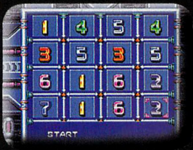
The Proto Shield will block most enemy fire.

# CLASSIFIED INFORMATION

## MEGA MAN X3

### Acquire Zero's Weapon

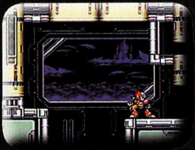
Last issue, we told you how to get the Chip Enhancer from Dr. Light. This month, we'll tell you how to acquire Zero's special weapon. Complete the first stage of Dr. Doppler's Lab, then make your way through the second stage using Mega Man *only*. When you reach the door to the mini-boss, switch to Zero, then enter the door. Defeat the robot inside the chamber. Zero will be damaged beyond repair in the battle, but he will give Mega Man his special weapon before his systems shut down. Charge up Mega Man to full power, then release the fire button. You'll see the usual salvo of cannon fire, plus an extra burst of energy from Zero's weapon. Keep in mind that the Chip Enhancer and Zero's weapon can't be saved with a password and will disappear once you turn your game off.



| | | | |
|---|---|---|---|
| 1 | 4 | 5 | 4 |
| 3 | 5 | 3 | 5 |
| 6 | 1 | 6 | 2 |
| 7 | 1 | 6 | 2 |

START

Here's a password to Dr. Doppler's Lab, in case you need one.



Be sure to switch to Zero before you enter the mini-boss's lair.

It seems
my power generator is
damaged...

Zero makes the ultimate sacrifice for justice....

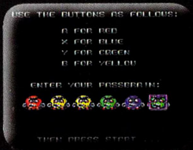
....but his sacrifice won't be in vain. Power up!

## THE BRAINIES

### Passwords

The Brainies are ready to twist your grey mater into knots, so come prepared with these passwords. The letters stand for the color of each Brainie in the password; i.e., B=blue, Y=yellow, R=red and G=green.

| | |
|---|---|
| Level 05: | B, Y, R, G, Y, R |
| Level 10: | R, G, R, R, R, Y |
| Level 15: | Y, Y, B, Y, G, R |
| Level 20: | Y, Y, G, G, R, B |
| Level 25: | R, B, G, R, R, Y |
| Level 30: | G, B, Y, G, R, R |
| Level 35: | B, R, G, B, Y, B |
| Level 40: | B, R, R, Y, Y, R |
| Level 45: | G, B, R, Y, B, G |
| Level 50: | Y, G, R, B, G, G |
| Level 55: | Y, G, Y, B, R, B |
| Level 60: | B, Y, G, R, Y, R |
| Level 65: | R, Y, G, R, B, B |
| Level 70: | Y, G, G, Y, B, Y |
| Level 75: | G, B, B, R, B, B |
| Level 80: | R, B, R, Y, B, G |
| Level 85: | Y, Y, R, R, G, R |
| Level 90: | G, G, Y, G, Y, G |
| Level 95: | R, Y, Y, G, B, G |



USE THE BUTTONS AS FOLLOWS:

A FOR RED
X FOR BLUE
Y FOR GREEN
B FOR YELLOW

ENTER YOUR PASSBRAIN:

THEN PRESS START

Follow the directions to select each color.

TIME JOKER SCORE LEVEL
135 0 0000 85

We didn't promise that the puzzles would get easier!

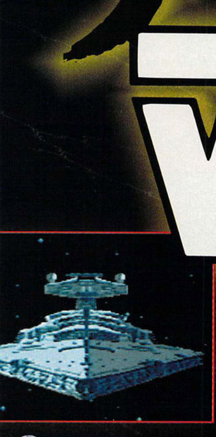
Experts, shmexperts! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the pros' codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!

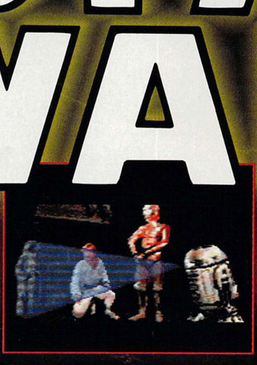
**Nintendo Power**
**Classified Information**
**P.O. Box 97033**
**Redmond, WA**
**98073-9733**

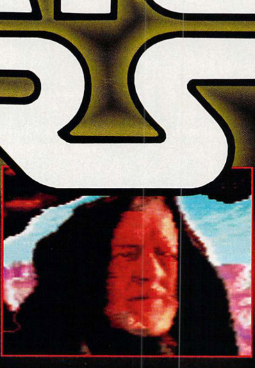
Super Star Wars has joined the exalted ranks of the Players' Choice series, and we have a Falcon-load of tips and tactics for the entire game. May the Force be with you!

© 1992 LucasArts Entertainment

# SUPER STAR WARS®



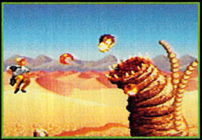




# Use the Force

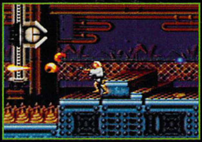
Whether this game is an old favorite or a new treat for you, these choice tips will help you rescue Princess Leia and turn the Death Star into a galactic marshmallow roast. Lock your s-foils in attack position–we're going in!

## Stages 1&2



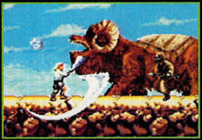
We'll start with brief descriptions of the stages, then dive into specific tips. In the side-scrolling Stage 1, you'll search for the droids in Tatooine's beast-infested Dune Sea. In Stage 2, you'll pilot your Landspeeder (in a first-person view) to the Jawa Sandcrawler.

## Stages 3&4



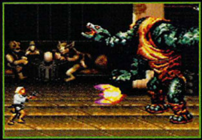
Stage 3 has you running and leaping along the hull of the great Sandcrawler in search of a way inside. One false jump and you'll have to start over! Once inside in Stage 4, you'll have to contend with roving security droids, hidden flame jets and seething lava pits. Those greedy Jawas don't take kindly to thieves!

## Stages 5-7



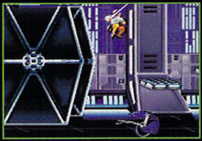
Stages 5 through 7 take you back out into the Juntland Wastes and even greater danger, including large bands of Sandpeople and their elephantine Banthas. You'll also get one more chance to pilot your Landspeeder and blast your way through even larger swarms of angry Jawas. You must defeat 20 of them to make your escape.

## Stages 8-10



The scene shifts to Mos Eisley Spaceport, known throughout the galaxy as a "wretched hive of scum and villainy." The action weaves along back alleys, through the shadowy Cantina and into the corridors of the spaceport itself, all crawling with smugglers and troopers. Chewbacca joins up in Stage 8, and Han comes along in Stage 9.

## Stages 11-13

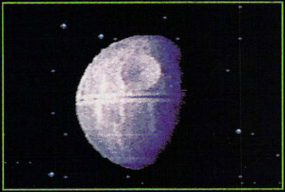


Things really start to heat up after the Millennium Falcon is captured and brought aboard the Death Star. While Ben sabotages the tractor beam, it's your job to find the Princess and bring her back to the Falcon. More security droids, Stormtroopers and even a squadron of TIE fighters will try to stop you!

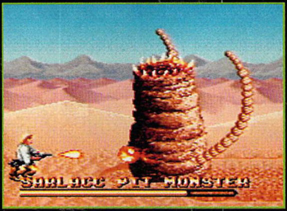
Luke is the only one who can use the Lightsaber. Do a spin jump while holding it to become invincible. Actor Mark Hamill is an avid collector and has a copy of nearly every *Star Wars* toy ever made. *Hamill suffered facial injuries in a car accident, lending him a harsher appearance that added to his later portrayals of a more mature Luke Skywalker.*

## Stages 14&15

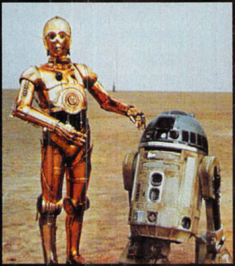
The battle between the Rebels and the Imperials comes to an explosive head as the Death Star looms above Yavin IV. Take to the sky in your X-Wing and blast away at TIE fighters and anti-spacecraft towers along the Death Star's surface before plunging into the Trench for a final attack run. One way or another, you will meet your destiny!



# Dune Sea

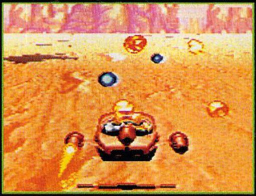


The only real trouble spot in the Dune Sea is the Sarlacc Pit at the end of the stage. If you get too close to the Sarlacc, the screen will lock in place, and you'll have no room to maneuver. Inch to the right very slowly until the Sarlacc comes into view. Keep going until the monster's life meter appears, then stop. You should be able to hurt the Sarlacc from here but still have room to dodge its tentacles.



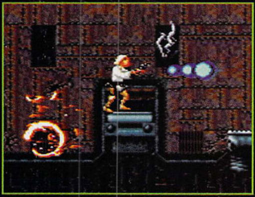
**To find the Lightsaber, look for Obi-Wan in the Land of the Sandpeople stage, just past the second set of stone platforms.** *Star Wars creator George Lucas has hinted that, if the entire Star Wars saga makes it to the screen, C-3P0 and R2-D2 will probably be the only characters to play significant roles in every chapter.*

# Tatooine I



The object here is to defeat 12 Jawas as they circle around you on their speeder bikes. Once that's done, a message will appear telling you to head to the Sandcrawler. Save your booster fuel until the message appears, then aim straight for the crawler and ramp up the throttle to full power. You should be able to fly over the remaining Jawas without taking too much more damage along the way.

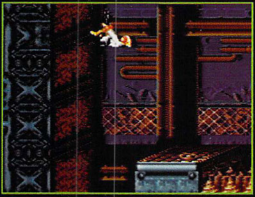
# Sandcrawler



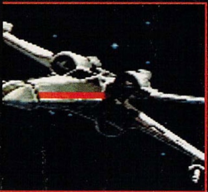
It takes two Blaster power-ups to create the homing Proton gun. Try to have one by the time you reach the Sandcrawler. It can take care of enemies and gun emplacements just off the screen, so you can concentrate on your jumps. Use the L and R Buttons to see the path ahead.

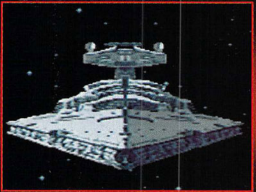
**Chewbacca is not fast, but he can leap higher than the others and can slide well.** *Former hospital orderly Peter Mayhew was given a choice between the roles of Chewbacca and Darth Vader. Preferring to be a good guy, Mayhew chose the Wookiee.*

# Crawler



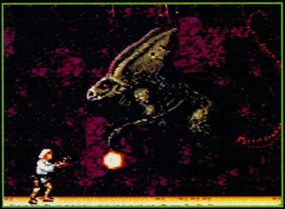
Use short jumps whenever you can; high or long jumps may slam you into obstacles and knock you into pits or lava pools. There's a hidden room just past a pit filled with drills. Make a long jump to the left and into the wall. The chamber is filled with life-giving Heart icons and Blaster power-ups.





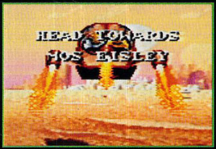
# Sandpeople & Banthas

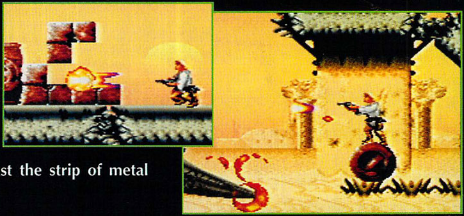
When you come to the second group of floating rocks in the Land of the Sandpeople, drop off the cliff and hold Left to land on a ledge. Enter the cave and blast the ceiling to find up to nine 1-Ups. Now walk off the ledge to lose a life. You'll start again at the top of the cliff, and you can collect all the 1-Ups again! Your Lightsaber will be your best bet through most of the Land of the Banthas, but your gun will make short work of the Mutant Womprat. It will take about 100 hits from the Plasma Wave gun.



# Tatooine II & Mos Eisley

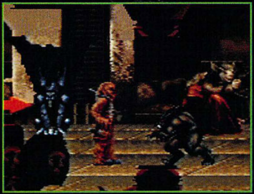
You're back behind the controls of your Landspeeder, and this time you must defeat 20 Jawas before you'll be able to move on to Mos Eisley. Once you're at the spaceport, shoot at the crates to release power-ups and Hearts. At one point, barrels will drop from above. Hitch a ride on one to get past the strip of metal spikes on the path.



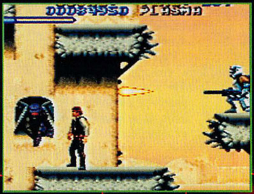


# Cantina

The biggest cautions for you here (besides a warning not to order the Pan Galactic Gargle-Blaster) are to watch the background for small aliens that leap out at you and to be careful of the many trap doors. You can actually fall a short way down and still jump out to safety.



# Escape

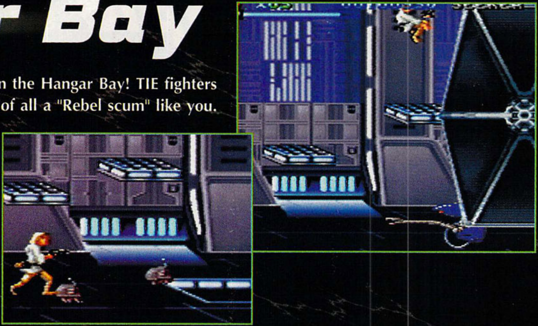


This stage plays much like the first Mos Eisley stage, but with a lot more climbing and jumping involved. There are lots of 1-Ups hidden along the upper floors of the buildings, but be wary of troopers and bounty hunters that pop out of the windows.

Han's rolling ability allows him to dodge enemy fire and squeeze through tiny openings. *Harrison Ford went on to star in another Lucas production, Raiders of the Lost Ark. Ford stepped in when the first choice to play Indiana Jones, Tom Selleck, dropped out due to scheduling conflicts.*

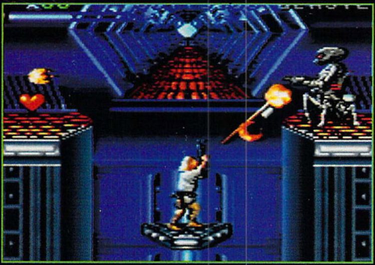
# Hangar Bay

Pedestrians definitely do not have the right of way in the Hangar Bay! TIE fighters heading out on patrol won't stop for anything, least of all a "Rebel scum" like you. The tiny maintenance droids will also try to push you into the open elevator shafts. The only way to avoid them all is to take to the platforms above. You can't get away from the fighters completely, but from that height, you'll be able to jump over them. There's an Imperial Defense Droid protecting the Falcon, but 20 hits or so from the Plasma Wave gun will turn it into Imperial scrap. It's vulnerable only when its top is open.

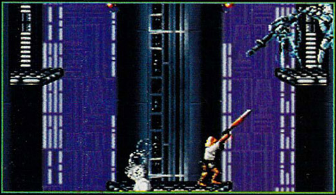


# Rescue

The Death Star resembles nothing so much as an enormous beehive, and the Stormtroopers surely can sting! To find the Princess, go all the way right and wait for the platform to come down. Jump on and work your way to the top, then go right all the way and up all the way. Go left as far as you can and then up again. Go right to rescue Princess Leia. The Detention Guard blocking her cell is vulnerable when the bottom of his saucer opens up. It will take about 22 hits with the Plasma Wave gun to destroy both his forms. Han Solo is the best choice for this mission.

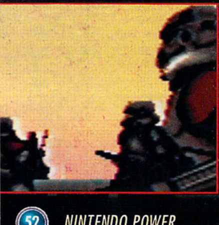


# The Core



Getting to the top of the Tractor Beam Core looks simple enough, but the trooper at the top of the shaft has a heavy Proton Gun with heat-seekers. At the Core, destroy the two droids along the bottom of the chamber then jump to either one of the center platforms. Stand against the edge of the screen and blast away. Jump only when you need to dodge energy streams.

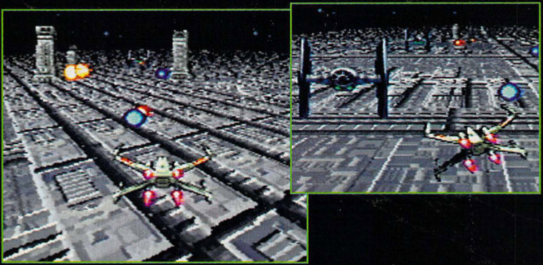
**Luke has the Force on his side, but Han Solo is the better choice for the Death Star stages.** ***Sir Alec Guinness insisted that the character of Obi-Wan Kenobi be changed before he took the role. At his direction, Lucas transformed the mad, reclusive hermit into the stately warrior we know and love.***



When you lose a life, you also lose your power-ups. Track down as many Blaster icons as you can before you face a boss. *Carrie Fisher has largely left acting behind to concentrate on another career. Besides writing popular fiction, she has also garnered a reputation as a screenwriter.*

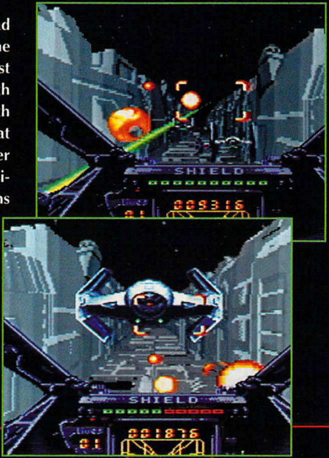
# Attack!

Time is running out for the Rebellion, and they're desperate enough to take a chance on an untried farm boy from a desert planet! You must destroy 20 TIE fighters and 20 towers, and your best bet for avoiding enemy fire is to swing all the way to the left or the right for a while, then switch. You tend to get more hits by angling your lasers this way. If you fly straight ahead or in shallow turns, it's also easier for enemy guns to get a bead on you. If you run into a tower, it will be all over!



# Trench

Red Leader is gone, and it's up to you to lead the final attack run on the exhaust shaft. The TIE fighters themselves can't hurt you, so just concentrate on deflecting their shots with your lasers. Use this same strategy with Darth Vader, but fire a couple of volleys at him whenever you get the chance. After Darth is out of the battle, you'll hear Obi-Wan say, "Use the Force, Luke," which means you're getting close to the target. When the range counter nears zero, fire several torpedoes by pressing the L and R Buttons. If you miss, you'll have to regroup for another battle above the Death Star before you can make another run down the Trench!



You have only 10 torpedoes in the Trench attack. Stay centered and fire four to six torps. Save the rest in case you need to try again. *The re-mastered Star Wars: The Special Edition includes new, enhanced footage and will be released in theatres in early 1997!*

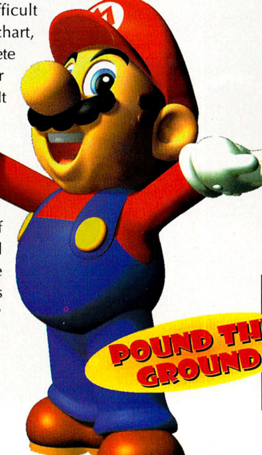
**Princess Toadstool's castle is filled to the brim with more coins, stars, Cap Blocks, and enemies than can be counted. . . or can they? Nintendo Power gives you the skinny on the biggest game ever.**

SUPER MARIO 64™

# SUPER MARIO 64™

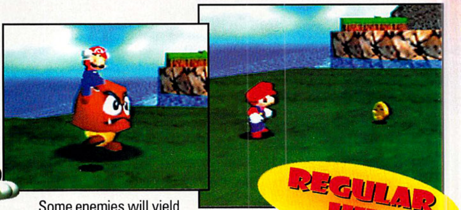
## THE CHARTS

One of the greatest challenges you'll face in Super Mario 64 is finding 100 coins in each of the game's 15 worlds. We've created two charts that will help you in your quest to obtain 15 difficult 100–coin Stars. The first chart, Baddie Bounty, gives a complete list of enemies that surrender coins, or in one case, 1-ups. It also explains the recommended strategies for fighting each enemy. The second chart, Inventory of the Areas, lists all areas and everything in them, from Blue Coins to warps. With this much info, how can you lose?

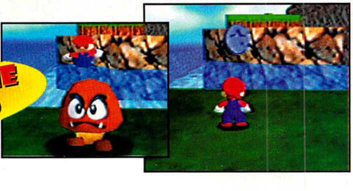


## PUNCH OR POUND?

While most of the enemies in Super Mario 64 can be defeated with a simple attack, there are a few notable exceptions. The Baddie Bounty chart will tell you which of Mario's attacks will work the best on which enemy.



Some enemies will yield different numbers of coins depending on the attack. Jump on the big Goombas for a single coin...



...or go for the Blue Coin by pounding his head into the ground.

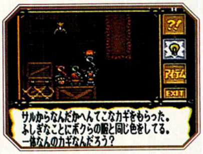
# EPIC CENTER

## CONTENTS

- *Epic News*
  *Page 55*
- *SimCity 2000*
  *Page 56*
- *Epic Strategies*
  *Page 62*

## A MARVELOUS GAME

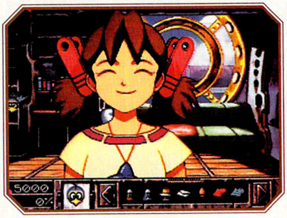
Nintendo Company Ltd. isn't about to abandon the millions of Super Famicom owners who love adventure epics. In October, a new 16-bit game that mixes RPG depth and Zelda-like battles appeared in Japan. Marvelous: Another Adventure Island follows three boys, on an adventurous trek across a dangerous island. It seems that, during a camping trip, their teacher is kidnaped by pirates. This 24-megabit game features combat, puzzles, lots of plot and a special search method. The three characters can be used in conjunction or one at a time, each one having certain strengths with which you can solve problems or defend the group. Some players have described Marvelous as being more like EarthBound than a standard RPG, by which they mean that the characters come from a modern setting. But the action involves sailing ships, mysterious keys, friendly monkeys and more. Marvelous has been compared to Onigashima, as well, which was a very popular text adventure for the Famicom disk system. Nintendo's R&D 2 group put this epic together. No decision has been made to bring Marvelous to North America at this time.



サルからなんだかへんてこなカギをもらった。
ふしぎなことにボクらの服と同じ色をしてる。
一体なんのカギなんだろう？

## A WONDROUS GAME

Another game that is headed for release in Japan is Wonder Project J2 for the Nintendo 64 from Enix. The first 64-bit RPG features great comic-style art in an unusual RPG format. The first Wonder Project J was a huge hit for the Super NES. The theme of the new game involves helping a humanoid robot named Josetto become more human. It seems that her creator passed away before completing the project. Josetto looks like a little girl, and she's very smart, but she doesn't understand emotions. Your job is to teach her, communicating to her through a series of icons so that she thinks and feels like a real person. There's no word on when or if Wonder Project J2 will come to North America.



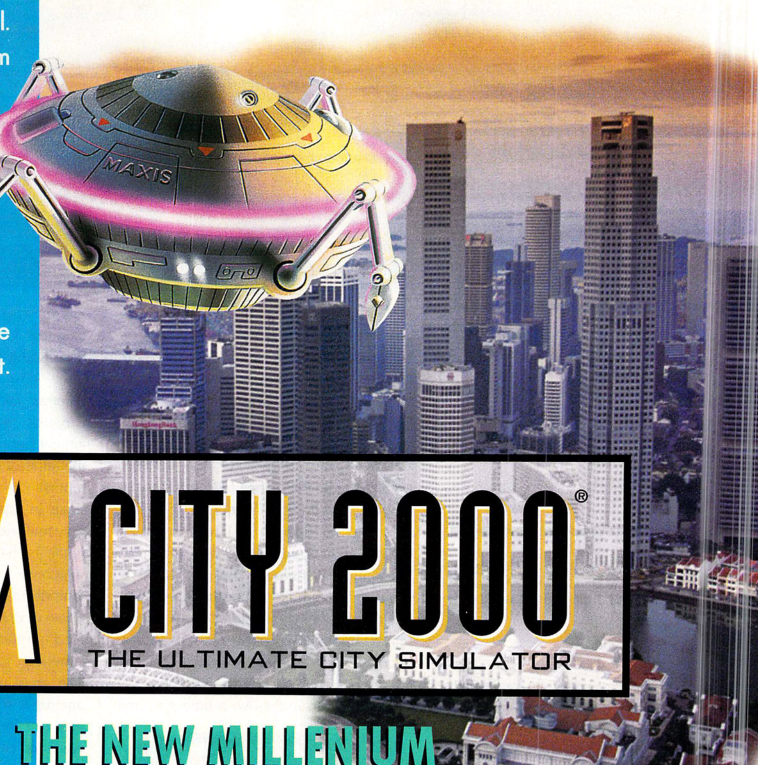
## QUESTIONS ABOUT QUESTS

Alberto Vera of Roseville, California recently wrote to Epic Center with several interesting questions that we'd like to cover. Alberto's first question asks whether Koei will produce games for the N64. The answer is yes. Our sources in Japan indicate that Koei is already in the process of developing several N64 titles, but we don't have confirmation of the names or whether the games will appear in North America. We anticipate that they will appear here eventually. We also anticipate that at least one of the Koei games will be a horse-racing simulation. This category is huge in Japan and live racing could be very realistic on the N64. Alberto also asks what is happening with Tactics Ogre, which we reported on several months ago. Unfortunately, the answer is not much. We know of at least one publisher that considered translating Tactics Ogre for the North American market, but decided against it. The price of the Game Pak also counts against it since the game requires lots of memory and a battery. If anything changes, we'll let you know. Finally, Alberto asks why Square Soft is making games for the Sony PlayStation? Nintendo certainly enjoyed its exclusive relationship with Square over the years, but like all companies, Square is in the business of earning as much profit as possible. Expanding to new platforms is one way of doing that. Recent statements out of Square suggest that the company will continue to produce titles for several video game formats.

## AN EPIC VACATION

Due to a chronic lack of new epic games in North America, and a relatively robust line up of action and sports games that need to be covered, Epic Center will not appear in the December issue of Nintendo Power. In future issues, Epic Center will appear whenever we have new materials that warrant a column. In the meantime, you should turn to Pak Watch to get the latest on any announcements concerning epic and other types of games. Keep on the lookout for our up coming coverage of Zelda 64 from Shoshinkai.

Welcome to City Hall. SimCity 2000 from Black Pearl recreates the biggest simulation ever for the Super NES. Fans of the original SimCity will find more of everything that made the first game such a hit.

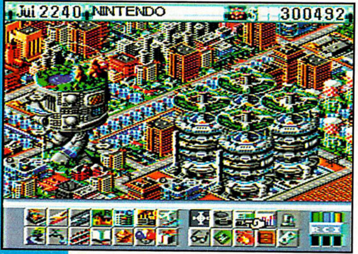


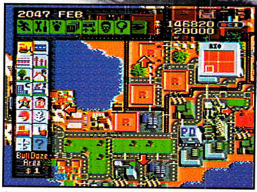
# SIM CITY 2000®

THE ULTIMATE CITY SIMULATOR

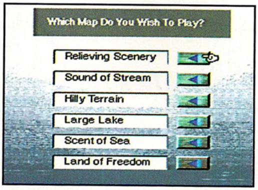
## A SIM FOR THE NEW MILLENIUM

The original SimCity for the Super NES introduced city planners to basic concepts such as zoning, transportation, pollution, crime, property values and gifts. Dr. Wright was there to help you with suggestions, too. In SimCity 2000, Dr. Wright isn't around, but virtually all the other features from the first game remain, and all of them are enhanced. What's more, your cities are now built on 3-D terrain, which you can raise or lower. You have far more facilities from which to choose, as well, but along with them come greater challenges. There's really only one step back from the classic SimCity—2000 it doesn't support the Super NES Mouse for easy control.





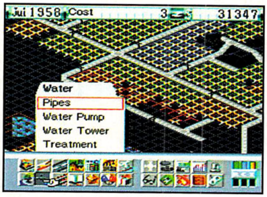
Compare the new city scape on the left to the older view above. The new perspective can be rotated in quarter turns, as well.



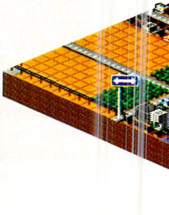
Which Map Do You Wish To Play?

- Relieving Scenery
- Sound of Stream
- Hilly Terrain
- Large Lake
- Scent of Sea
- Land of Freedom

The six basic landforms include mountains, rivers, lakes, seashore and a mix of these. You can add water or land on your own.



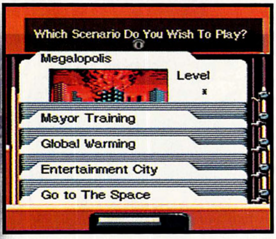
There's more to SimCity 2000 than meets the eye. You can switch to an underground view to check on water pipes and subways.



©1993 Maxis ©1995 Imagineer
©1995 HAL Laboratories

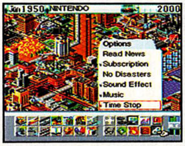
# ON THE SCENE

The five scenarios in SimCity 2000 include Megalopolis, Mayor Training, Global Warming, Entertainment City and Go To Space. As in the classic game, the idea of scenarios is to solve particular problems. It's a great way to experiment and learn about SimCity 2000's many features. There are three degrees of difficulty to choose from and varying goals. Below, you'll find some suggestions for winning each scenario. In SimCity 2000, there is never just one solution, however, so you may well discover your own strategies.

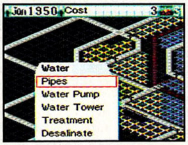

Which Scenario Do You Wish To Play?
Megalopolis
Level
Mayor Training
Global Warming
Entertainment City
Go to The Space

## MEGALOPOLIS

In Megalopolis, you have just eight years to save the city from a major fire and rebuild the population to at least 50,000. When the fire erupts, use the Lower Land option. You'll create a nice lake, put out the fire, and provide a new source of water for your city. Build new water pumps and you'll be set.


Jan 1950 NINTENDO
2000
Options
Read News
Subscription
No Disasters
Sound Effect
Music
Time Stop

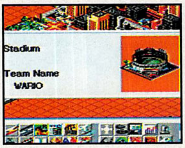
The fire always occurs in the same place, so check it out, then start the scenario over.


Jan 1950 Cost
Water
Pipes
Water Pump
Water Tower
Treatment
Desalinate

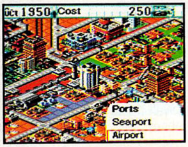
This city has a poor water system. Provide water to the whole city and watch it grow.

## MAYOR TRAINING

In this scenario, the previous mayor did a poor job of providing basic services. See to it that you have police and fire protection, then build schools and entertainment facilities. Also, lower the tax rate and enact some positive ordinances. You must achieve a popularity rating of 66% in just ten years.


Stadium
Team Name
WARIO

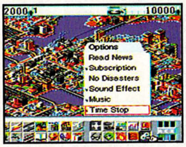
SimCitizens need facilities for R and R. Build a park, a marina and a stadium.


Oct 1950 Cost
250
Ports
Seaport
Airport

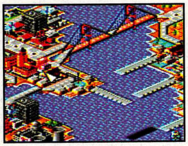
Build an airport to help boost commerce. You'll also need to replace aging power plants.

## GLOBAL WARNING

The Green House effect has resulted in horrendous floods. Your job is to battle the climate and build a population of 40,000 at the end of a ten year period. Recovery from the flood will require a new power plant, fire station, and water facilities. Lower your taxes and build new zones on the plateau.


2000 1
10000
Options
Read News
Subscription
No Disasters
Sound Effect
Music
Time Stop

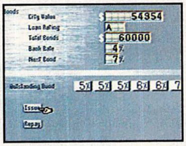
Note the location of facilities before the flood, then rebuild in the same place.



A new seaport and marina will help industry and tourism. A connecting road will also help.

## ENTERTAINMENT CITY

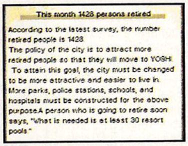
With $60,000 in the bank, it shouldn't be very hard to make this city livable. At the outset, the pollution and water are both problems. New industry should be placed away from the city. Build new neighborhoods and lots of fun facilities such as pools and a zoo. You have 15 years to attract 10,000 retirees.



City Value $ 54954
Loan Rating A
Total Bonds $ 60000
Bank Rate 4%
Next Bond 7%
Outstanding Bond 5% 5% 5% 6% 6% 7

onds
Issue
Repay

You have plenty of money to begin this scenario, but you can also take out a loan.



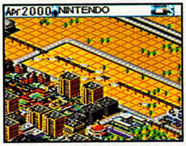
This month 1428 persons retired

According to the latest survey, the number retired people is 1428
The policy of the city is to attract more retired people so that they will move to YOSHI
To attain this goal, the city must be changed to be more attractive and easier to live in More parks, police stations, schools, and hospitals must be constructed for the above purpose.A person who is going to retire soon says, "What is needed is at least 30 resort pools."

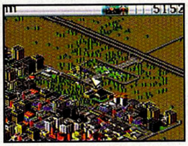
Check the newspaper to see how many retirees are living in your city.

## GO TO SPACE

Go To Space is the toughest scenario of all. Your city is committed to putting a colony in space, but it won't be easy. You must build up your industrial base and education facilities without bankrupting the city. Construction of the Rocket Launch Pad is the essential task. There are no time limits, but you need three million citizens!


Apr 2000 NINTENDO

Increase your industrial might without polluting the city. Use alternate energy sources.

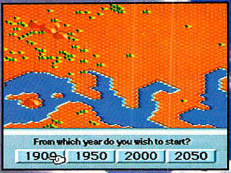


Scientists don't just fall out of trees. Build schools, colleges, libraries and museums.

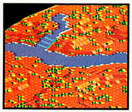
# FOUNDATIONS OF A METROPOLIS

SimCity 2000 requires planning on large and small scales. When you begin your city, you are faced with many choices: What type of landform do you use? What type of energy source do you build? Where do you locate different zones? Which facilities should you add early and which should be added later?

If you have a goal of building a vast megalopolis, you'll have to make choices based on efficient land use, but you may want to model a real town or experiment with different urban models. No matter what type of city you want to build, however, there are some basic SimLaws that you should follow.

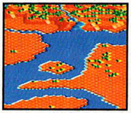


## RELIEVING SCENERY



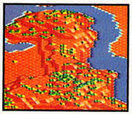
This landform contains a river, flatlands and hills. It is a general mix of land types and is good for building large cities. Keep in mind that buildings cannot be placed on slopes, so the terrain can limit city size.

## SOUND OF STREAM



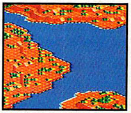
A river runs through this landform, and it will dominate your building decisions by effectively splitting the city. Don't plan on cheap energy from dams. You can build hydro power only on waterfall tiles, and this river is flat.

## HILLY TERRAIN



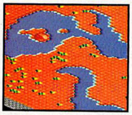
This landform makes for dramatic cities, but they are horribly inefficient. You'll have to take extra care in planning routes for streets and power lines. One added bonus is that you can use cheap wind power.

## LARGE LAKE



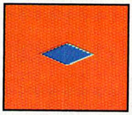
The lake in this landform is even more disruptive (or challenging) than the river in Sound of Stream. With this much space being lost to water, you'll find it harder to pack huge populations onto the remaining land.

## SCENT OF SEA

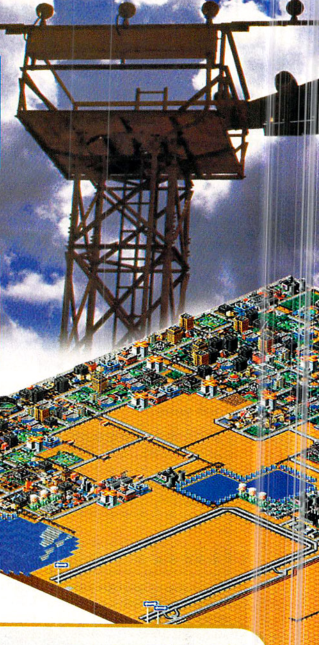


The coastal landform has lots of land and not very many hills. It's realistic and a good choice for building a megalopolis. Shorelines add to property values, which in turn attracts new citizens.

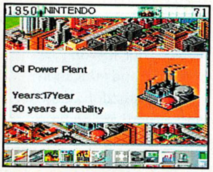
## LAND OF FREEDOM



This wide-open landform contains one small lake. The rest is flat, perfect for creating a huge city. You can sculpt this landform easily, as well, if you earn enough money.

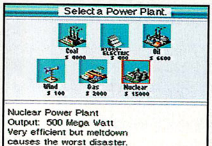


## POWER SOURCES



Oil Power Plant

Years:17Year
50 years durability

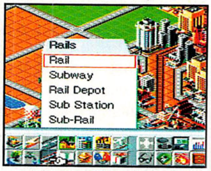


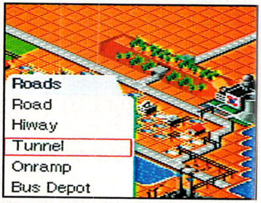
Nuclear Power Plant
Output: 500 Mega Watt
Very efficient but meltdown causes the worst disaster.
Can't be put in areas enforcing NPA

An energy source to power the homes, businesses and industries of your growing city is essential, but which source do you choose? It depends, in part, on the time period you choose. Early in the century, you are limited to coal, oil and hydro power. Later on, gas, wind, solar, microwave and nuclear plants are developed. You must also consider your cash position and pollution. Cheap power pollutes, but expensive power may not provide enough juice. Finally, most power plants self-destruct after 50 years. The best solution is to begin with a coal or oil plant and place it away from the city to reduce the effects of pollution.

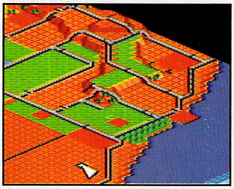
## TRANSPORTATION

In the original SimCity, the transportation and traffic wasn't very realistic. The model produced tons of traffic whenever you used roads, and that in turn produced tons of pollution. The only way out of the vicious cycle was to replace all the roads with rails, which was very efficient but not very realistic. In SimCity 2000, however, you can mix roads, rails, subways, highways and bus service to make an integrated transportation system. In general, you should follow some basic layout rules. Straight roads move traffic with the greatest efficiency. Create grid patterns wherever possible. Keep your Transportation funding at 100% always. Place parks and trees along roads to reduce pollution.

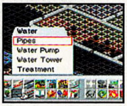


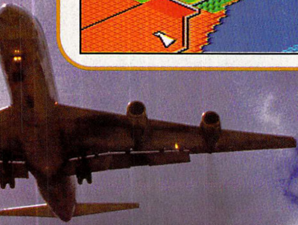


## ZONE BALANCE

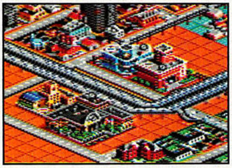


In SimCity 2000, there are Light and Dense concentrations of Residential, Business and Industrial zones. Light zones don't pack in the population or value, but they produce less pollution and crime. In general, dense concentrations are best. Begin by building an industrial zone, preferably near a map border. Squares within the zone must be within three squares of a road or rail in order to develop. Create long blocks, six squares wide with roads on the long sides. Then build an even larger residential zone beyond the range of the pollution. Finally, build a small commercial zone between the two previous zones. Half of all zones should be residential.



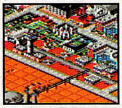


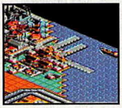
## PUBLIC FACILITIES



Public facilities are buildings and services provided by the city for its citizens. The whole point of providing these facilities is to keep citizens happy and to attract new citizens. You must have at least one police and fire station each. Schools serve up to 15,000 people and colleges serve 50,000. Both are good choices. After that, give the people the facilities that they demand publicly. Prisons are a mixed bag, so avoid them. Build lots of parks.

## AIRPORTS AND SEAPORTS

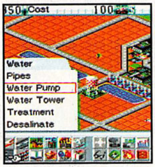


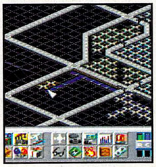


Airports and seaports help your city grow. Airports bring in more commercial business, while seaports help stir up industrial activity. Airports also produce lots of pollution, so locate them at the edge of the map or on an island. Keep the number of airport squares to a minimum since larger airports don't give you more benefits—they just cost more.

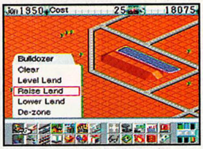
## WATER SYSTEM

The inclusion of a water system is one of the biggest changes in SimCity 2000. You must provide water to all zones and buildings. You do that by building a series of pumps and pipes. Water pumps should be placed on squares adjacent to water. They are most efficient if they have water on two or more sides. Connect water grids with straight lengths of pipe.





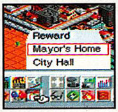
## 3-D TERRAIN



The Raise and Lower Land options can be used to sculpt interesting terrain or to make useful changes to your urban landscape. For instance, small hills can be flattened so that they don't interrupt your grid layout. You can create islands to add to your usable land area, or lower land to create lakes, which increases the surrounding property value. You can even use the Lower Land option to fight fires.

## BONUS GIFTS

Gifts to the city take many forms, but virtually all of them are useful. The Mayor's House doubles as a polling place for public opinion. Other gifts benefit particular zones or the entire city. A gift appears when a precondition of population or some other criteria has been met. You don't have to use gifts when they first appear. Since some gifts aren't free, you might want to wait before building them.



## ICONS

### BULLDOZER
The bulldozer allows you to clear land, raise or lower land, or de-zone map squares.

### POWER
The Power icon activates power lines and power plants.

### ROADS
Road options include regular roads, highways, tunnels, highway on-ramps and bus depots.

### RESIDENTIAL
Residential zones can be light or dense. Zones can be any size.

### COMMERCIAL
Commercial zones—are where businesses grow up.

### INDUSTRIAL
The industrial areas can be light or dense, as well. Dense industries produce more pollution.

### PORTS
Small airports and seaports have the same effect as large ones and are cheaper.

### LANDSCAPE
The cost of a tree is $3. One square of water costs $100.

### WATER
Pipes, pumps, towers and treatment centers make up your water supply system.

### RAILS
Build mass transit using rails, subways, rail depots, subway stations.

### EDUCATION
Educate your sims with schools, colleges, museums and libraries.

### CITY SERVICES
Basic services include police stations, fire stations, hospitals and prisons.

### RECREATION
Keep SimCitizens happy with parks, zoos, stadiums, and even a yachting marina.

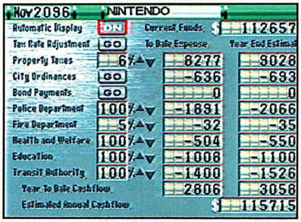
### REWARD
Gifts appear when you meet a precondition such as population size.

# STRATEGIES FOR MEGALOPOLOIDS

Everything that happens in SimCity 2000 is governed by formulas and rules. If you understand how those formulas are applied, you'll be able to maximize the use of every square on the landform. The information on these two pages covers strategies for planning and building a major city, but one of the great things about this game is that you can do anything you want. In fact, it's often more fun to break the rules just to see what will happen. Sometimes, the sims who live in your city will surprise you.

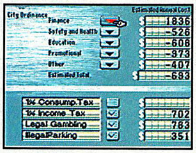
## MONEY, MONEY, MONEY

You need great piles of cash to build a megalopolis. The first rule is that you'll earn most of your money from property taxes. High land values and large populations are the best means to ensure big bucks. A tax rate of 5% works best, encouraging new citizens to move in while keeping existing citizens happy. Don't sell bonds! If your city is floundering, it's better to adjust tax rates for a short time than to go into long-term debt. City ordinances can add extra dollars to your coffers. Activate all four of the Finance options. You can set different tax rates for industries, as well. Encourage clean industries such as finance, media, and electronics over polluting industries such as automotive and petrochemical ventures. Perhaps the most important tip is to let your city run to build up your treasury. Finally, don't fully fund schools or hospitals until later in the game. A funding rate of 25% is adequate.



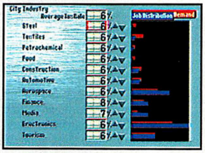
Nov2096 NINTENDO

| | | | |
|---|---|---|---|
| Automatic Display | ON | Current Funds | $ 112657 |
| Tax Rate Adjustment | GO | To Date Expense | Year End Estimat |
| Property Taxes | 6% | 8277 | 9028 |
| City Ordinances | GO | -636 | -693 |
| Bond Payments | GO | 0 | 0 |
| Police Department | 100% | -1891 | -2066 |
| Fire Department | 5% | -32 | -35 |
| Health and Welfare | 100% | -504 | -550 |
| Education | 100% | -1008 | -1100 |
| Transit Authority | 100% | -1400 | -1526 |
| Year To Date Cashflow | | 2806 | 3058 |
| Estimated Annual Cashflow | | | $ 115715 |



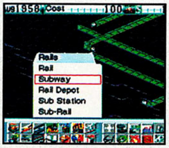
| City Ordinance | Estimated Annual Cost |
|---|---|
| Finance | $ 1836 |
| Safety and Health | $ -526 |
| Education | $ -608 |
| Promotional | $ -873 |
| Other | $ -407 |
| Estimated Total | $ -693 |

| | | |
|---|---|---|
| 1% Consump.Tax | ☐ | $ |
| 1% Income Tax | ☑ | $ 702 |
| Legal Gambling | ☑ | $ 783 |
| IllegalParking | ☑ | $ 351 |

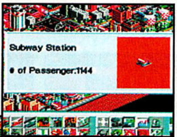


| City Industry | |
|---|---|
| Average Tax Rate | 6% |
| Steel | 6% |
| Textiles | 6% |
| Petrochemical | 6% |
| Food | 6% |
| Construction | 6% |
| Automotive | 6% |
| Aerospace | 6% |
| Finance | 8% |
| Media | 7% |
| Electronics | 6% |
| Tourism | 6% |

## GETTING AROUND

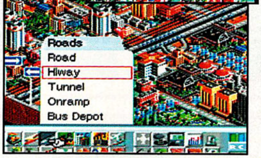


SimCity 2000 differs dramatically from the original game in the area of transport. You won't have to turn your town into a giant rail system to get efficient transportation. In fact, the most efficient means of mass transit in SimCity 2000 are buses. Place bus depots on corners where you note dense traffic, but keep them spread out in different zones. Buses running from one zone to another carry about ten times the number of passengers as rail systems. A second tip is to eliminate unnecessary or redundant roads. Every 10 squares of road cost $1 in maintenance per year. That adds up. You should always build roads to your neighboring cities off the map, though. The extra commerce and immigration is well worth the cost of the connecting road.



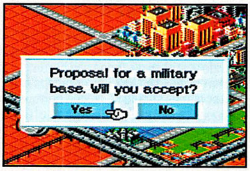
Subway Station

# of Passenger:1144



## HOME BASE

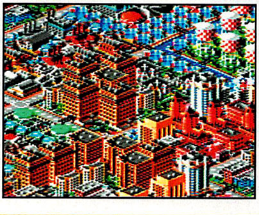
Military bases appear once your city reaches a population of 60,000. Although your neighboring cities won't attack you, the military base is still useful. The base that appears depends on the type of landform you are using. A seacoast city will get a naval base. Hilly cities get army bases. Flat cities get air force bases. The fourth, and less useful base, contains missile silos. Bases add to the economic power of your city, but they can also add pollution and other problems. Some bases double as extra security forces that can be called on in times of emergency, say when you are attacked by a monster.

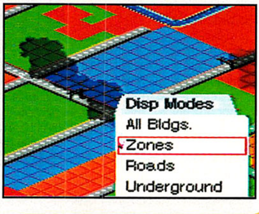


Proposal for a military base. Will you accept?

## ZONE OUT

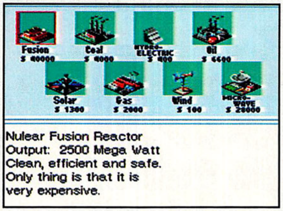
Zones are not created equal. Early in the game, you want half of all zones to be residential. Of the other half of your zones, the ratio should be three industrial zones to one commercial zone. That ratio changes to two-to-one if your city's population is between 21,000 and 60,000. Above that, the ratio should be one-to-one. As for residential zones, the ratio changes to one out of three if your population reaches 200,000. Placement of zones is also important. Since commercial zones work best between other types of zones, fit them into empty spots. The densest commercial blocks should be built close to dense industrial areas.



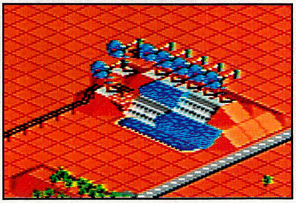


## POWER TIPS

Several strategies come into play when building or planning a power system for your city. You must consider the power sources available at the time period when you begin the game and the long-term benefits of each type of system. The landform you choose may also limit your choices initially, and cost is always important. Power sources are the most expensive items short of arcologies. The best value for your money early in the game is hydro power. It costs $20 a megawatt compared to $30 per megawatt for oil and $100 per megawatt for nuclear. Furthermore, hydro produces no pollution. The only problem is that you might not have any waterfalls.

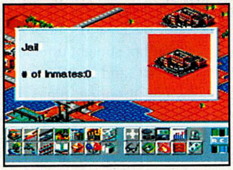


Nulear Fusion Reactor
Output: 2500 Mega Watt
Clean, efficient and safe.
Only thing is that it is
very expensive.



There's a solution for not having waterfalls. Build some. At the edge of your map, raise a line of land squares one unit high. Put water on the tops and slopes, then build dams and connect a power line to one end. It's cheap, endless power. When you reach the 21st century, new power sources become available, including microwave and fusion power. Fusion power is the most cost effective source at $16 per megawatt, but the reactor will set you back $40,000, and it might melt down. The energy-saving ordinance can reduce your need for more power, but it will cost a certain amount every year. Although solar power looks attractive, it's not.

## THE LOCK UP



Jail

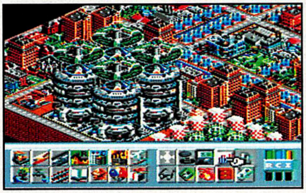
# of Inmates:0

Prisons get criminals off the street, but they aren't the answer to a crime-ridden city. A full prison holds 10,000 prisoners but releases one quarter of them every year. It can also become overcrowded. Prisons produce lots of pollution, too. A better solution to crime is to keep your police stations well-funded and to make sure that coverage is adequate. Use the map option to see your coverage. Finally, you can enact anti-crime ordinances that help reduce crime.

## ARCOLOGIES

Reward
Arco

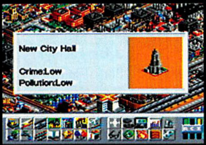
In the future, people may live in giant, self-contained arcologies. There are four types of arcologies: Plymouth, Forest, Darco and Launch Base, and they range from $100,000 to $200,000. As many as 65,000 SimCitizens can live in a single arcology. The Darco is the best unit for the money, population and amount of pollution.



## SUPER NES EXCLUSIVES

Several gift items appear only in this Super NES version of SimCity 2000. The three units are the TV Station, Rocket Base and New City Hall. The requirements are 200,000 citizens for the TV Station, 3,000,000 for the rocket base, and 1,000,000 for the new city hall.

NEW CITY HALL



New City Hall

Crime:Low
Pollution:Low

POPULATION 1,000,000!

## ICONS

### CENTER VIEW

Click the cross hair on a point of the map that you want centered.

### DISPLAY MODE

Show all buildings, zones only, roads and the underground.

### QUERY

Click on a building or square to see information about that unit.

### INFORMATION

View stats, set budgets, compare graphs and more.

### EMERGENCY

Send police, firemen or soldiers to a disaster scene.

### ZOOM

Zoom in or out, or rotate the view clockwise or counter-clockwise.

### MAPS

Map your city's population, value, infrastructure and services.

### DISASTERS

Send in fires, floods, tornadoes, quakes, monsters and hurricanes.

### UTILITY

Save the current game, load a game, or start a new city.

### OPTIONS

Read newspapers, toggle off disasters, sound, music and time.

### R.C.I. METER

This meter shows the relative demand for Residential, Commercial and Industrial zones. The actual demand isn't reflected perfectly because there is a lag period between when you build a new zone and when it is reflected in the meter. Use it as a general indication of demands and the balance of zones. Positive demand is indicated by bars extending above the middle of the meter, and negative demand drops below the line.

# STRATEGY

# Lufia II

## Rise of the Sinistrals

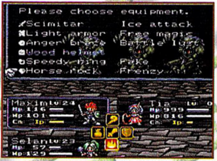
***Set 100 years before Lufia and the Fortress of Doom, Lufia II: Rise of the Sinistrals is proving even more popular than its puzzle-laden predecessor, and with good reason. There are even more magical mysteries to solve than before, plus new characters and combat features. For once, the sequel (or prequel, in this case) is as good as or even better than the original!***

## MONSTROUS GOOD FUN

Lufia II: Rise of the Sinistrals puts even more pressure on the ol' grey matter than its predecessor, and that's just fine with hard core RPG/puzzle fans. We'll start off with a quick review of some of the common, general questions we've received, then we'll pick apart some of the tougher puzzles in chronological order.

### Item Points

There seems to be some confusion surrounding Item Points, especially for those players who are still in the beginning stages of the game. Certain items, weapons and pieces of armor have special attack and/or defensive powers that are fueled by Item Points. You earn Item Points every time you are hit or damaged, and your current supply of points is displayed on a meter on the battle screen. To use an Item Point ability, select the Flame icon on the battle screen. This will bring up a list of everything the current character has equipped. If an item or a piece of equipment has an Item Point ability, it will be listed to the right of that object. If you have enough Item Points to use that ability, it will be highlighted.


Please choose equipment.

Item Point abilities greatly expand your battle options.

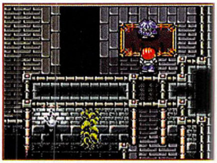
### Capsule Monsters

The Capsule Monsters are some of the most popular characters in Lufia II, and many players have asked us to reveal which ones are the most powerful and give their locations. We'll do better than that. The chart to the right shows the name and clan of each monster, the type of magical power it wields and its general location. The two best creature companions are, in our humble opinion, Flash and Sully. Flash starts out as an unassuming little Shaggy, but she'll soon mature into the party's best healer. Sully is of the vegetable-like Raddisher clan, and with the proper nutrition, he'll become the party's best overall fighter.

Most players seem to have no problem finding Sully, probably because he's right next to the main path through Flower Mountain. (Check out the Lufia II review in Volume 85 for clues. Hint: look around after you solve the Teleporter Trek puzzle.) Flash, on the other hand, is just a bit off the beaten path in the North Dungeon.

When you enter this grim pit, go all the way left and up through the upper left door. Then go left and down through the door there. Go up and left through the next door.

You'll now be in a room with a staircase that moves when you approach it. The trick here is to literally back it into a corner. From the clue sign, walk straight down to the staircase. Get on its left side and walk one space to the right. When it moves, walk left one space, down one space and right one space. The staircase should move downward. Now walk left one space, down one space and right one space again. After the staircase moves, walk left one space, down one space and right one space one last time. The staircase should now be trapped. Go down to the next level, then walk left and down through the door.



Finding Flash will be well worth the effort.

In the next room, push the pillar one space to the right. Walk around to the bottom side of it and shoot your Hookshot straight up. Pick up the pot and put it on the switch to open the bottom door. Push the pillar left two spaces and go down through the door.

Take the staircase down, then go right and up through the door. You'll be in room full of moving platforms. Get on the first platform and step on the right arrow twice. Exit through the bottom door.

Hook your way up, right, down and right again. Walk straight up to find Flash. Once she has joined up, retrace your steps and exit this chamber to continue with your explorations.

| Monster | Magic | Location |
|---|---|---|
| Jelze (Foomy) | Neutral | Foomy Woods |
| Blaze (Dog) | Fire | Ruby Cave |
| Flash (Shaggy) | Light | North Dungeon |
| Gusto (Hard Hat) | Wind | Tower of Sacrifice |
| Sully (Raddisher) | Earth | Flower Mountain |
| Zeppy (Red Fish) | Water | Sea Cave |
| Darbi (Myconido) | Dark | Capsule Monster Shrine |

## Odds & Ends

The last few general FAQs we'll take care of all at once. Tia, Dekar and Lexis eventually leave the party when their own adventures pull them away. Despite desperate pleas from our readers, we're sorry to report that there's no way to get them back; that's just the way the plot unfolds.

If your characters sometimes start a battle in reverse or scrambled order, it's because they were "Surprised" by their opponents. You can change the party order in battle using the Arrow icon, but if they're doing fine, you can leave them alone. They'll reorganize themselves automatically once the battle is over.

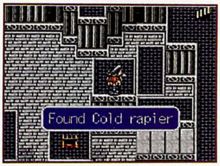
Surprise attack!

Reorganize your party to keep stronger fighters up front.

Lastly, some players are wondering how to divest themselves of Cursed items they foolishly slipped on "just to see what would happen." The only way to Unequip them is to go to a church and use the Lift option. Remember that curiosity killed the dragon–er, cat!

## Treasure Sword Shrine

Now it's time to take a look at some of the puzzles and perils that have many a hardy adventurer running scared, or at least scratching their heads in confusion. The first is located in the Treasure Sword Shrine. You'll eventually come across a "platform room" with a single treasure chest in it. To get to the chest from the staircase, walk down and step on the left platform. Ride it to the left. Step onto the next platform to the left and ride it up. Step onto the next platform and ride it to the right. When it stops, step off and walk all the way down. Take a couple of steps to the left and board the platform above you. When it stops, walk up and open the chest for the Cold Rapier.


Found Cold rapier

The Cold Rapier will come in handy very soon.

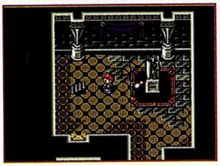
In the room with the four switches, you'll need to flip them in a particular order to make a platform move over to you. Start by flipping the top left switch, the bottom left switch and then the top left switch again. Move to the right side of the platform. Flip the bottom right switch once, the top right switch twice and then the bottom right switch one last time. Walk down across the platform and then right and up to the exit.

## Ancient Tower

The Ancient Tower is the next stop on our dungeon tour, and one of its biggest attractions (sure to please monsterlings of all ages) is the Monster Races. The clue sign gives you some good advice, but if you really want to juice the race, here's what you do. Go up and step on the right teleporter. Swing your sword to make the skeleton come over and hit the activator switch. This will send you to the upper door for the win.

As with many of the puzzles in this game, the solution to the room with the two statues (standing on red and blue rugs) is maddeningly elusive, but embarassingly simple once you've figured it out. Hit the red statue three times with your sword and hit the blue statue five times. Now step on the switch between them to open the bottom door. Go down through the door to find a Save Spot.

After you defeat Gades, he'll try to sink the island. You'll be separated from the rest of the party and given a choice to go down one of three staircases. Walk down the right staircase and destroy the red statue with a bomb. Go back upstairs. Go down the upper staircase. Follow the path to a blue statue and shoot it with an arrow. Return to the upper room. Go down the left staircase. Go up through the door and down the next staircase. Walk on all the tiles to light them up, then go down through the door. Light up all the tiles in the next room to open the bottom door. Go down through it and the next door to exit the tower. Climb down the ladder and enter the door. Walk up and step on the tile. Iris will appear and transport you back to Parcelyte.

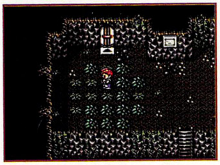

Destroy the red and blue statues to lower the blocks in other areas.

## North Lighthouse

The North Lighthouse has only one major puzzle left that wasn't covered in a past review, and that's the Arrow Enigma. The clue sign in this room states, "The door the arrow's pointing at opens." First of all, move the top block one space to the right. Now push the second and third blocks from the top two spaces to the right. Lastly, push the bottom block one space to the right. The blocks should now form a crude arrow pointing to the right. If you make a mistake, use the Reset spell and try again.

## Phantom Tree Mountain

Your search for Jyad sets you up for a most unusual task. In one area, you'll need to make some grass and bushes grow to open a door. Walk down to the left side of the left bush in the bottom row without stepping on any bushes. Once you're in position, take two steps right, one up, one right, two up, one left, one down, one left, one up, one left and three down. Walk around to the right side of the bushes in the middle row and step on the right bush. Now go to the top center bush and step on it to trigger the door. If you go up through the door and cut down the bushes, you'll discover a treasure chest. Open it to claim the Fire Arrow.


This is one of the trickier puzzles you'll encounter.

That's all we have for this month, but later, we'll pick up right where we left off with tips on the Tower of Sacrifice and points beyond!

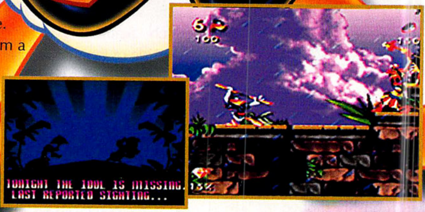
**Can a bungling detective save a tropical paradise? Only if you help him out. Maui Mallard in Cold Shadow is a hilarious eight-level, side-scrolling adventure. If you laughed at Earthworm Jim, you'll get a good chuckle from this password-backed 32-meg game.**

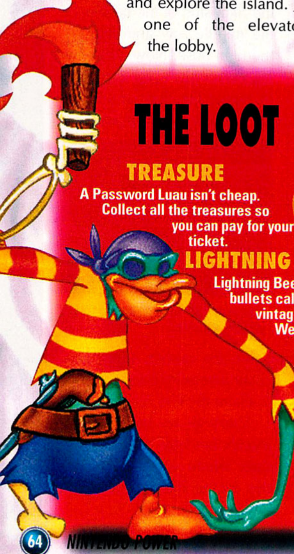
© 1996 Nintendo of America, Inc.
©1995 The Walt Disney Company. All Rights Reserved.

# MAUI MALLARD IN COLD SHADOW™

## MALLARD P.I.

The name's Mallard–Maui Mallard, Quack Detective. I was supposed to be on vacation, but that was before SHE walked into my life. A Shaman looking for a Mojo. A Mojo Idol. I didn't know a Mojo from a Maltese Falcon, but I knew I'd find whatever she wanted. 'Course, she didn't exactly say she needed my help. But where else could she find a dashing drake with my intelligence and blazing ninja skills? Besides, I'd been meaning get out of this high-rise hotel and explore the island. Just as soon as I figured out which one of the elevator buttons took me down to the lobby.



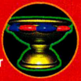


## THE LOOT

It's a good idea to know what stuff to look for in case you lose your luggage or just your luggage key. Take a gander at the gear every detective needs in the field.

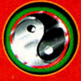
### TREASURE

A Password Luau isn't cheap. Collect all the treasures so you can pay for your ticket.



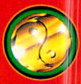
### YIN-YANG

Duckfuscious say: Ancient Yin-Yang coins bestow some ninja energy upon the coin holder.



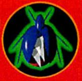
### GOLD YIN-YANG

Duckfuscious add: Ancient Gold Yin-Yang coins bestow even more ninja energy upon the holder.



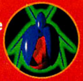
### LIGHTNING BEETLES

Lightning Beetles are homing bullets calibrated for the vintage 1935 Westchester Bug Gun.



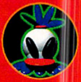
### FIRE BEETLES

Fire Beetles have a wide arc and can burn any fool who irritates your itchy trigger finger.



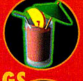
### CONTINUE POINT

Hit a Shrunken Head and it turns into a Continue Point. You'll start here if your luck runs out.



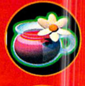
### GLASS OF PUNCH

How about a nice Maui Punch? Guzzle a Glass of Punch and you'll restore 15 life points.



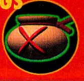
### PITCHER OF PUNCH

Down an entire Pitcher of Punch and your life points will be restored to full strength.



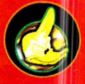
### ZOMBIE POWDER BAGS

Zombie Powder Bags will increase the maximum total of your health points by 50.



### GOLD MAUI TOKEN

Feeling like a lowlife? Touch a Golden Maui Token and you'll feel extra ducky.

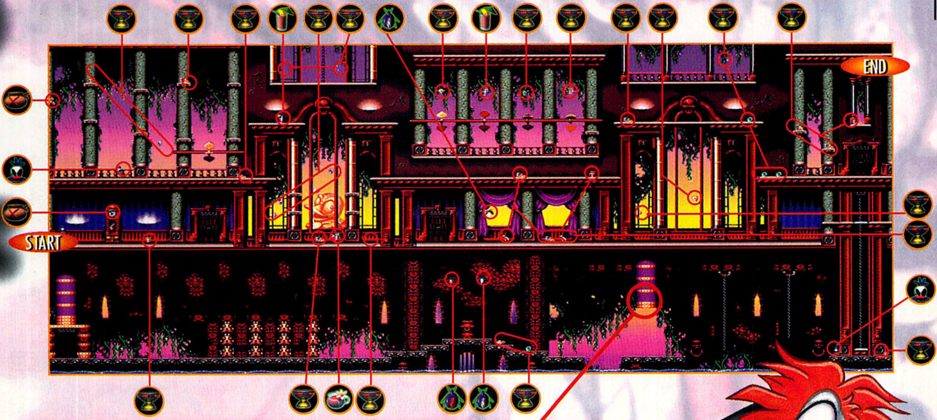


# Level ONE
# MOJO MANSION

I did some digging around town and found out that the Mojo Idol shared the same name as a dilapidated shack on top of a nearby hill. The house was zoned for creepiness. I knew I had to watch my waddle or I'd end up at a dead end–and I'm not talking about back alleys. The door was open, so I waded into dusty cobwebs that clung to everything like a 'Frisco fog.

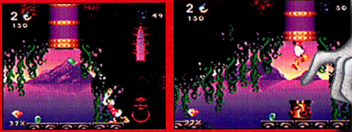
## Part ONE

This creepy joint is jammed with spiders the size of coconuts. You're the only ducky exterminator for several hundred nautical miles, so grab your trusty Bug Gun and start cleaning house. Take the discarded family heirlooms to cover your service fee.



### GET THE DROP

**You've got to aim high and stay above your troubles. Shoot at this partially hidden platform until it falls to the floor. The platform will give you a boost so you can climb inside the dumbwaiter and soar upstairs.**



## Part TWO

I stopped to rest against a bookcase, not realizing that it was a trapdoor until my tail feathers slammed against the dank dungeon floor. If I wanted to see another tropical sunrise, I had to keep an eye peeled for traps.

### PRESSURE PLATES

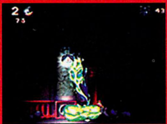
**Stand on a pressure plate to shift the rotating platforms around the room. You can use the platforms as stair steps. Keep in mind that standing still in one place for too long can be hazardous to your health. Jump over the darts.**

## Part THREE

The room went dark. A shot rang out. Dang! Missed again! Stay close to the glowing bug and keep an eye out for spiders scurrying out of the shadows. To hit the lowest arachnids, hold Down on the Control Pad while shooting.

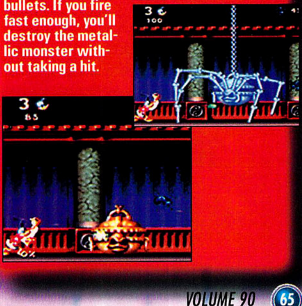
### IN THE DARK

**You can stand directly beneath the light of this glowing bug, but you won't have much time to react to the enemies skittering in your direction. Wait for them in the shadows. Shoot the clocks to recover extra loot.**



### METAL SPIDER

**The rickety Metal Spider is the final foe hiding in the mansion. Stand on the left side of the chamber and unleash a swarm of bug bullets. If you fire fast enough, you'll destroy the metallic monster without taking a hit.**



## Level TWO

# NINJA TRAINING GROUND

Mojo idol? Giant spiders? This was no ordinary case. I was confused and exhausted. Seeking guidance, I returned to my dojo.

### Part ONE

The local witch doctor was waiting inside the dojo. He must have thought I looked out of shape, 'cause he created an army of ninja clones to spar with me.

### Part TWO

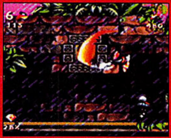
The rain beat against the jungle fronds as I hid in the shadows, my staff cradled against my chest. It was a bad day to be a ninja clone-a really bad day.

### Part THREE

My training was nearly complete but the witch doctor had one last prescription for me. All I knew was that I wasn't going to swallow this pill lying down.

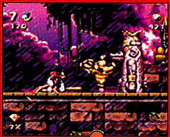
#### STRONG BOXES

**Stacks of freshly minted Yin-Yang coins are packed away in the dojo's stone vaults. Jump up and give the sparkling boxes a couple of solid whacks with your staff. The Yin-Yang coins will increase the duration of your Spin Move attack.**



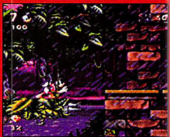
#### SMASH TEST DUMMIES

**Target dummies are easy to defeat if you know where to stand. Like a mad dog on a chain, the dummy can only charge a limited distance before it is yanked backwards. Wait near the spot where the dummy stops and then pummel it with your staff.**



#### THE SWINGING DUCK

**All the latest ninja staffs have tiny, steel hooks on their ends. If you jump up and hit the stone faces in the training grounds, the hook will catch in the sculpture's nostrils, allowing you to swing on the other end of the staff.**



## Level THREE

# MUDDRAKE MAYHEM

In the heart of the jungle lived a band of tiny natives called the Muddrakes. I heard that they wanted to have me over for lunch.

### Part ONE

I made my way to the Muddrake village as the playful natives shot tiny darts at my tail feathers. They didn't bother me half as much as the pesky insects.

### Part TWO

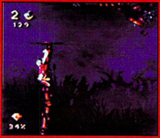
The village was in chaos. Apparently some of the natives didn't know about my lunch appointment and thought I was a feathered version of Godzilla!

### Part THREE

Peals of laughter echoed through the village. I finally found the party! The Muddrakes were organizing a strange contest and I was invited to participate.

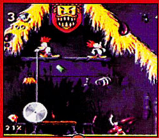
#### PAJAMA TIME!

**Grab the Yin-Yang symbol on the right side of the mud flats and you'll be able to transform into a lean, mean, duckbilled ninja machine.**



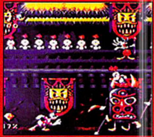
#### LI'L MAUI

**Great dinky ducks! The local shaman has his own method for cutting Maui down to size. Your jump range is cut in half while you're miniaturized.**



#### THE COLISEUM

**Blast away with the Westchester Bug Gun until the Muddrake war machine tumbles to the ground, then pick off the fleeing warriors one at a time.**



## Level FOUR

# SACRIFICE OF MAUI

After defeating the Muddrake champion, I was carried to the top of the volcano by the ecstatic natives and thrown into the fire.

### Part ONE

I'd been in hot spots and made some long leaps in my time, but this volcano was the brimstone Olympics. Only my ninja skills kept me from becoming roast duck.

### Part TWO

The mountain was erupting! I was out of the volcanic frying pan and into the molten fire. I had to hurry to stay one swing ahead of the hot, liquid rock.

### Part THREE

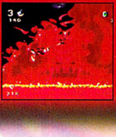
Exhausted, I sat down on a piece of pumice to await my fate. As the lava surged around me, the rock began to float. Eureka! I would float my way to the top!

#### TINY BUBBLES

**Maui can leap across the lava gas bubbles, but he'll burn his webbed toes if he misses. Aim for the bubbles that float up into the air vents.**

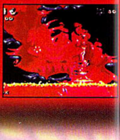
#### ERUPTION!

**Nothing can survive a wall of rising lava. Use Maui's staff to swing up through the chamber and look for vents that shoot you above the heat.**



#### RISING TIDE

**The secret to navigating the fissures is to avoid bouncing your floating pumice stone against the walls. Each hit will slow your progress.**

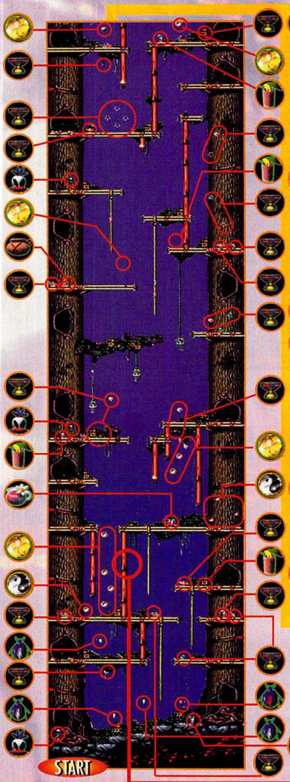


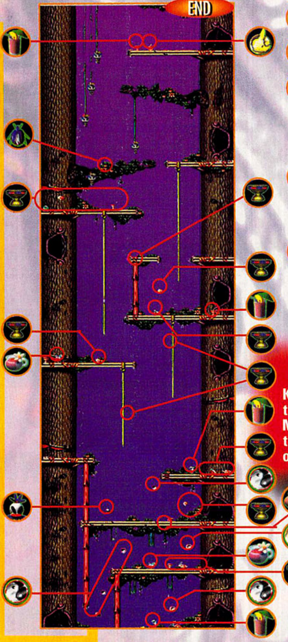
## Level FIVE

# TEST OF DUCKHOOD

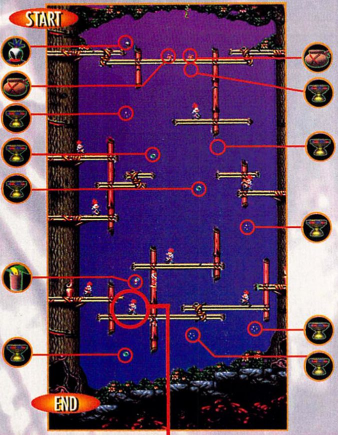
I was steaming mad. The Muddrakes would have been one sorry lot if SHE hadn't stepped in and stopped me. I had to make peace with the tribe, pass their test and earn their trust.

## Part ONE



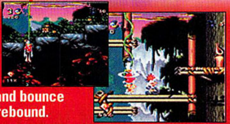


## Part TWO



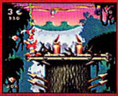
### BUNGEE

Knock down all of the tricycling Muddrakes. Touch the whirlwind to spin and bounce off the natives as you rebound.

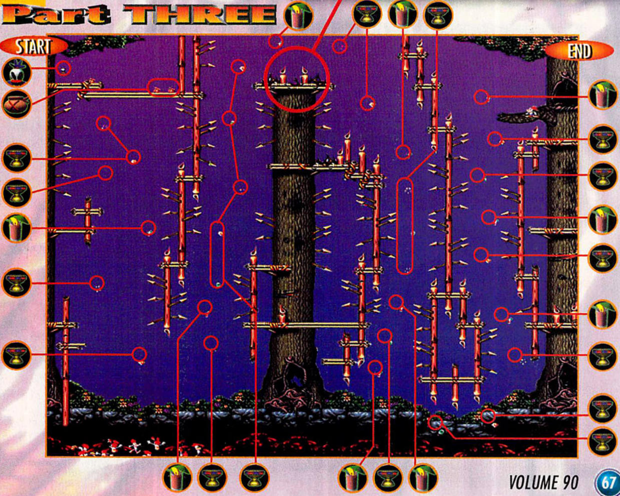


### TURN THE CORNER

Making this turn is one of the trickiest moves in the game. If you can spare the health points, cut the corner by hitting the spears.

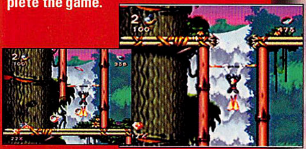


## Part THREE



### STAFFING NEED

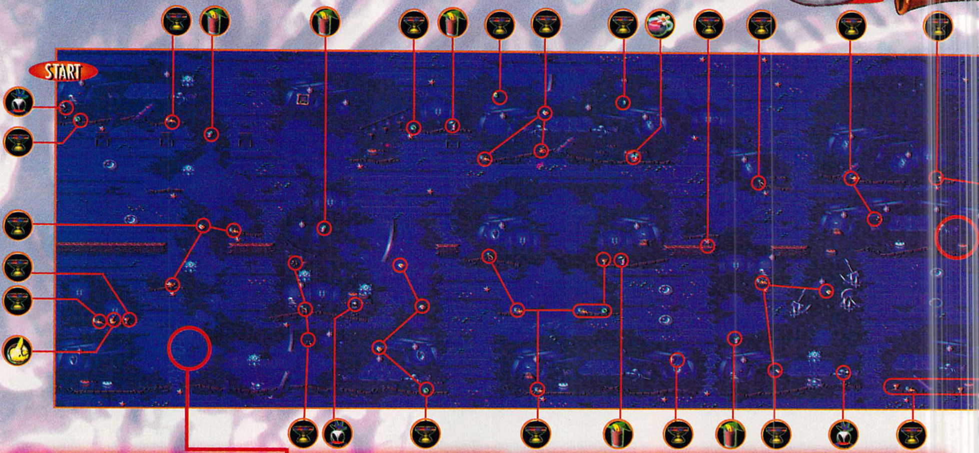
Press the X Button to jam Maui's staff between two walls. If you jump and press the X Button again, you'll start climbing skyward. You'll need to master this jumping technique in order to complete the game.



### Level SIX
# THE FLYING DUCKMAN

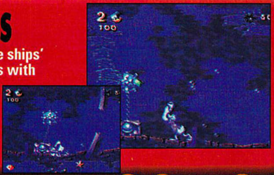
The Muddrakes said I would find the idol i I returned the bones of Quackoo to the Realm of the Dead. Quackoo was last seen sailing away on the Flying Duckman.

## Part ONE



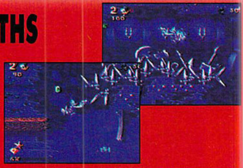
## WEAK WALLS

Push the mine anchors against the ships' bulkheads and detonate the mines with the Bug Gun. To swim to the opposite side of a mine, jump up and fire your gun into the floor. You'll use your gun to propel yourself throughout the maze.

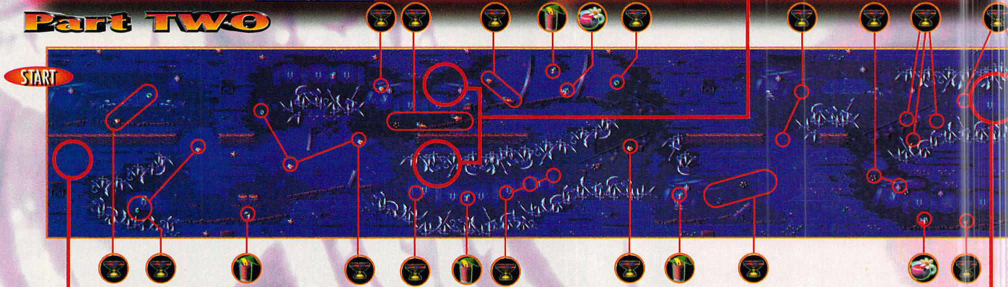


## TWO PATHS

You can take the high or low road, but you won't have time to get every ounce of bullion before you're swept up in the rolling surf.

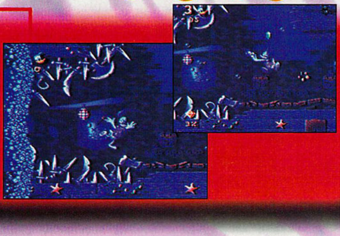


## Part TWO



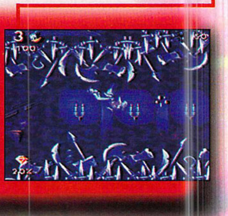
## SURF'S UP

The Flying Duckman broke up near the surf, and the waves discourage would-be treasure hunters. If you see a wave, fire your gun repeatedly to propel yourself into calmer waters.



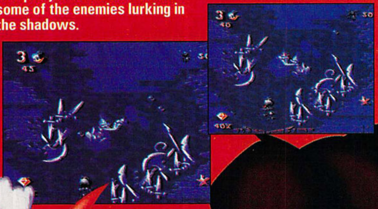
## ON EDGE

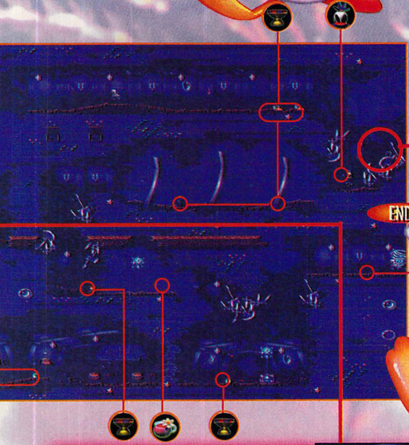
You can collect a pile of plunder along this narrow path, but if you bump into the swords you'll slow down. Hurry up or you'll hit the wave.

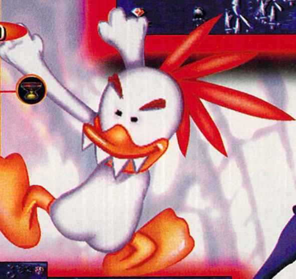


## RAZOR ROAD

If you want to explore the Flying Duckman from the mizzenmast to the poop deck, you'll need to master the fine art of Bug Gun propulsion. This skill is critical for survival in the second part of the ship, where you'll race against a churning wave. Maintain a steady course by firing in both directions. This technique keeps you away from sharp objects and eliminates some of the enemies lurking in the shadows.

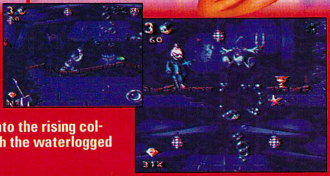


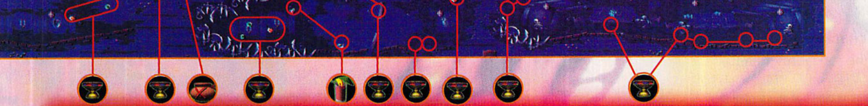




## BLOWING BUBBLES

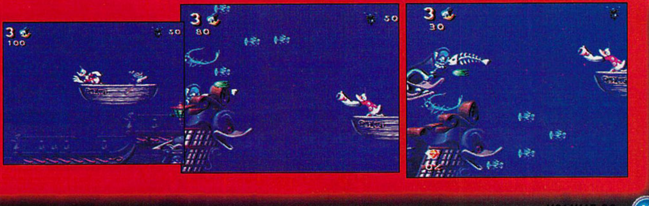
While most of the ship's cargo is spoiled, the seawater hasn't ruined a handful of barrels filled with carbonated water. If you find one of these white barrels, shoot it open and jump into the rising column of bubbles. You might jet up through the waterlogged ceiling.





## THE FLYING DUCKMAN

The Captain of the Flying Duckman is trying to shanghai Maui. Dodge the bobbing mines and the schools of fish before you take your best shot at the skipper's ugly mug. If you concentrate on avoiding the obstacles, you'll find it fairly easy to send the crooked Captain to the ocean floor.

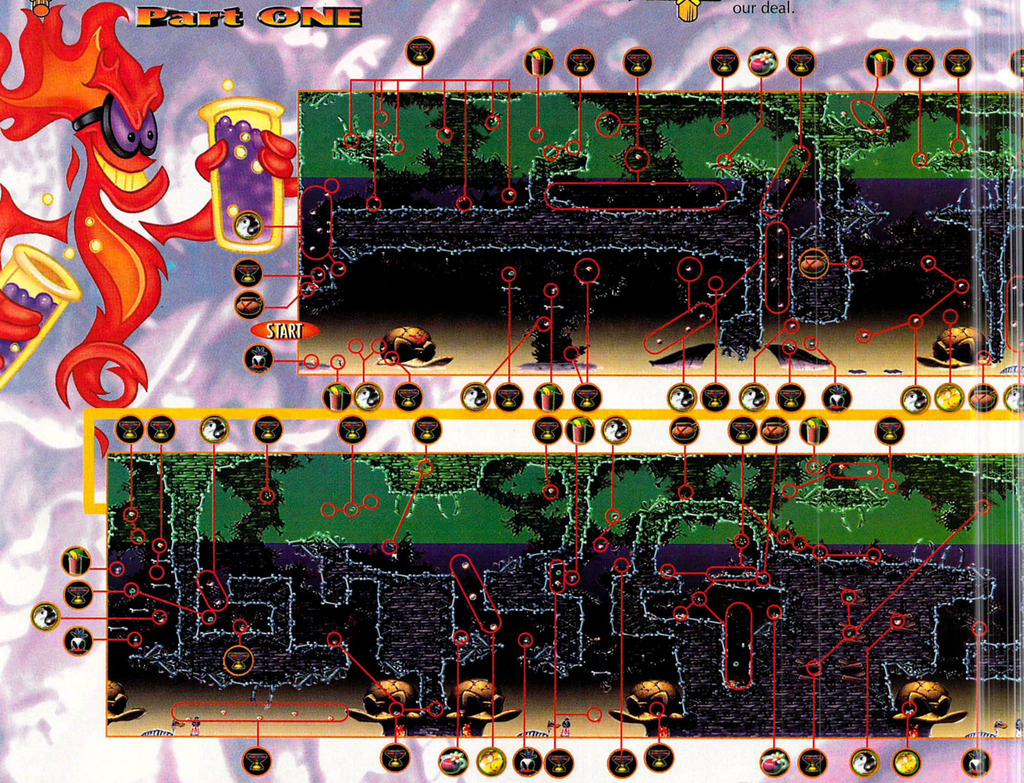


## Level SEVEN

# THE REALM OF THE DEAD

The Realm of the Dead was the eternal end of the line for Quackoo and a flock of other dead ducks. I still had to drop him into his final resting place before he'd hold up his end of our deal.

## Part ONE

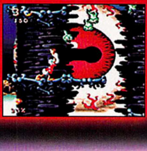


## Part TWO

I laid Quackoo's urn on the sacred burial ground and waited for him to materialize. "Duck!" A voice beckoned in the mist. I couldn't see who was calling me. "Duck!" Ker-chunk! An evil Mojo Spirit bounced off the top of my head.

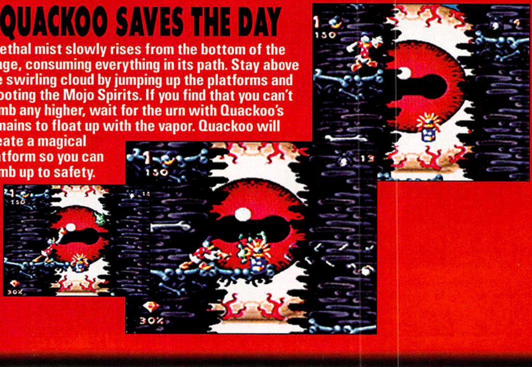
### SINISTER SPIRITS

**A swarm of ghosts is attempting to spirit away Quackoo's remains before he can reach his final resting place. Use your Bug Gun and the Firefly Bullets to keep the unwelcome entities at bay.**



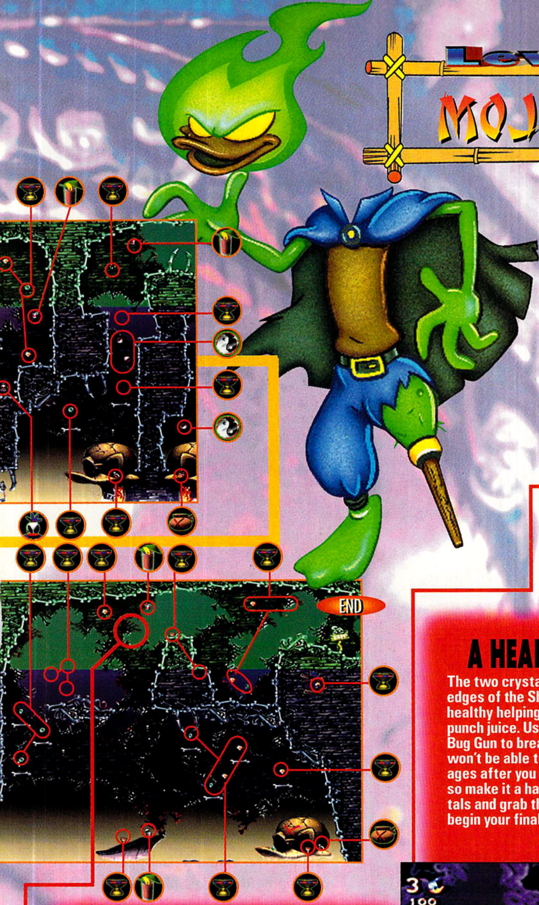
### QUACKOO SAVES THE DAY

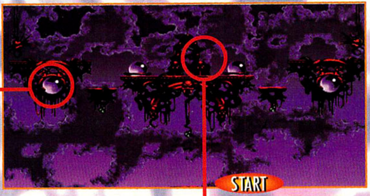
**A lethal mist slowly rises from the bottom of the stage, consuming everything in its path. Stay above the swirling cloud by jumping up the platforms and shooting the Mojo Spirits. If you find that you can't climb any higher, wait for the urn with Quackoo's remains to float up with the vapor. Quackoo will create a magical platform so you can climb up to safety.**



## Level EIGHT
# MOJO STRONGHOLD

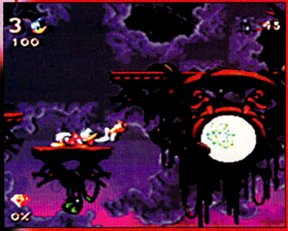
With a wave of his bony finger, the grateful Quackoo teleported me to the Mojo Idol. It was a short trip. I materialized on a rocky cliff high above the island. Shabuhm Shabuhm, an evil Mojo Shaman, danced between two pulsing orbs. Lightning bolts raked the purple sky on all sides of the altar. If I would wrest the idol from the electrified shaman, I knew the island could be saved. But how would I do it? For brief moment I saw my fate in the glittering eyes of the idol. Now I was playing with Power!

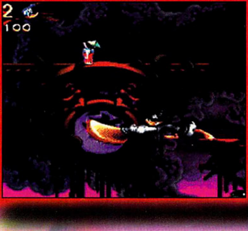




## A HEALTHY HABIT

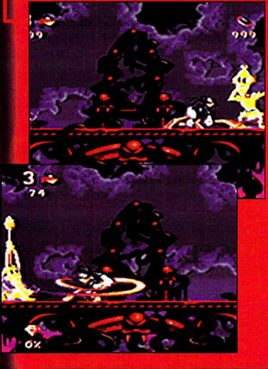
**The two crystal balls on the outside edges of the Shaman's lair contain healthy helpings of life-restoring punch juice. Use the ninja staff or the Bug Gun to break open the orbs. You won't be able to retrieve the beverages after you break both center orbs, so make it a habit to crush the crystals and grab the juice before you begin your final battle.**





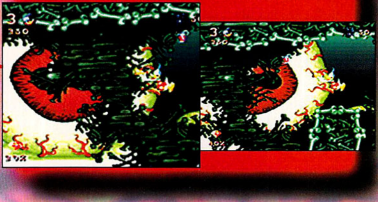
## MOJO SHAMAN

**Shabuhm Shabuhm, the Mojo Shaman, is the final opponent in the game. After you destroy his crystal orbs, leap up at the Shaman and swing your staff down on his head. If you time your jumps perfectly, you can take him out before he can cast any lightning bolts or kick you out of the way.**



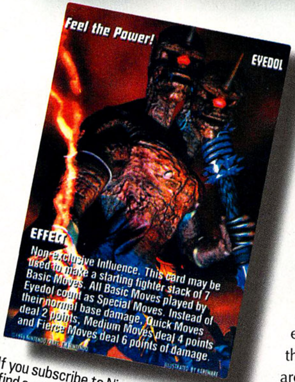
## ECTOPLASMIC ENCOUNTER

**Moving through the upper regions of the Realm of the Dead is just like swimming in the Flying Duckman—you need to use the Bug Gun to get anywhere. Transform into regular Maui and jump up into the slime. You need to shoot your gun downward before gravity kicks you back out of the ectoplasmic swimming pool. Shoot or avoid the undead fish as you explore the secret passages that worm through the grisly graveyard. This is your last opportunity to collect enough treasure for the game's final Bonus Stage.**



# KILLER CARDS

***Your fighter is primed and ready. You have all the moves. A bit of shrewd bidding won you the right to hold the Killer Instinct match in your favorite arena. Now it begins. Move against move, the fighters clash, throwing special attacks at each other and stringing combos together to inflict maximum pain and humiliation. You can sense the masters at the Ultratech Corp sweating bullets. Your opponent screams out his challenge, "Sammamish!" and rushes forward, but you have all the cards. Unexpectedly, you whip out a special combat effect and trip up the rash pretender. Oof! It's over. He doesn't get up. But maybe it's just the beginning.***



Feel the Power!

EYEDOL

EFFECT

Non-exclusive Influence. This card may be used to make a starting fighter stack of 7 Basic Moves. All Basic Moves played by Eyedol count as Special Moves. Instead of their normal base damage, Quick Moves deal 2 points, Medium Moves deal 4 points and Fierce Moves deal 6 points of damage.

If you subscribe to Nintendo Power, you'll find a special Feel The Power KI card with this issue. If you purchased your copy of Power at retail, you can send a Self-Addressed Stamped Envelope to the following address to receive your card.

Mail your SASE to:
Feel The Power Card Redemption
The Topps Company
One Whitehall Street
New York, NY 10004

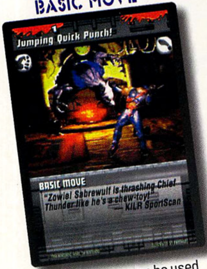
Killer Instinct has a new face and a new battlefield thanks to Topps Games. KI, the Collectible Card Game takes the excitement and strategy of the Nintendo video game and turns them into a multi-faceted strategy game played with cards. Following the success of collectible card games such as Magic: The Gathering, Topps created a game that takes players behind the scenes of KI as well as into the arena. You sign up your favorite fighters: TJ Combo, Riptor, Cinder, Fulgore, Orchid and all the rest, then create stacks of moves and special moves to be used in combat. In addition to the fighter stacks, you'll have an active hand that includes special combat effects that can be played on top of your moves. In the Promotion Phase of the game, players hold bidding wars to control arenas and gain special advantages. If you're into collectible card games, you'll find KI to be refreshingly different—complex but filled with action, too. If you're into Killer Instinct, you'll experience a whole new side to the dark, 21st-century blood sport. Either way, KI the Collectible Card Game turns out to be a winner.

# HERE'S THE DEAL

Typically, you play KI with a 60-card deck, which is the size of the starter deck from Topps. Expansion sets are also available for players who want to customize their decks and set them up with the best mix of cards possible. In the section below, you'll learn about the different types of cards. Play proceeds in four steps: the Draw Phase, Promotion Phase, Combat Phase and End Phase. In the Draw Phase, players fill up their hands, move cards and discard extra cards. In the Promotion Phase, players bid for arenas and make match-ups. The Combat Phase determines the outcome of battles. In the End Phase, you add up victory points in your trophy pile and determine if winning conditions have been met.

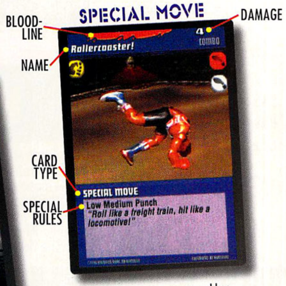
The heart of the game is the Combat Phase, and the heart of the combat is the innovative bloodline on the tops of the cards. It works like this: opponents show their cards at the same time and place them head-to-head. If your bloodline covers the area where your enemy's damage number appears, then you get a hit. Each fighter begins with 28 hit points, which are counted down with markers or pencil and paper. The second innovation in KI the Collectible Card Game is the use of combos. Combo symbols appear on both sides of Move cards in three different colors. If you get two hits in a row and the combo symbols match on the two cards, then you score extra hit points for the combo. Once you grasp these two concepts, the game becomes a matter of strategy in which you outmaneuver your opponent. When you add the wide variety of Combat Effects that can be played on top of the Move cards, you get a very involving game.

### BASIC MOVE


1
Jumping Quick Punch!
BASIC MOVE
"Zowie! Sabrewulf is thrashing Chief Thunder like he's a chew-toy!"
— KILR SportScan

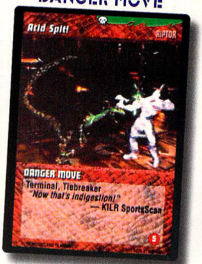
Any move that can be used by all fighters, is considered a Basic Move.

### SPECIAL MOVE


BLOOD-LINE
NAME
CARD TYPE
SPECIAL RULES
DAMAGE
4
COMBO
Rollercoaster!
SPECIAL MOVE
Low Medium Punch
"Roll like a freight train, hit like a locomotive!"

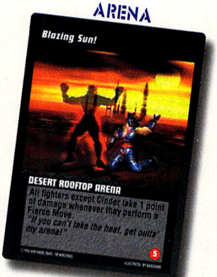
Special Moves are used by specific fighters. Combo uses the Rollercoaster, for example.

### DANGER MOVE


Acid Spit!
RIPTOR
DANGER MOVE
Terminal, Tiebreaker
"Now that's indigestion!"
— KILR SportsScan
5

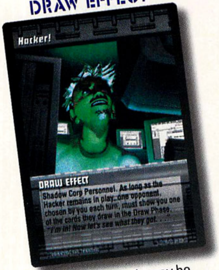
When the lights are about to go out on your fighter, you can play a Danger Move for a sudden turn around.

### ARENA


Blazing Sun!
DESERT ROOFTOP ARENA
All fighters except Cinder take 1 point of damage whenever they perform a Fierce Move.
"If you can't take the heat, get outta' my arena!"
5

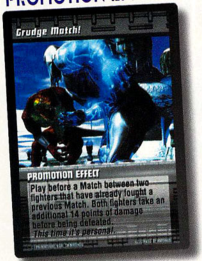
Arenas give one or more fighters some special advantage. Combat takes place in these exotic locales.

### DRAW EFFECT


Hacker!
DRAW EFFECT
Shadow Corp Personnel. As long as the Hacker remains in play, one opponent, chosen by you each turn, must show you one of the cards they draw in the Draw Phase.
"I'm in! Now let's see what they got. . ."

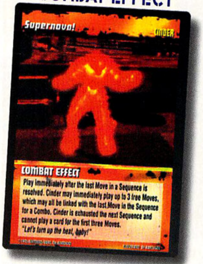
Draw Effect cards may be played during the Draw Phase. They represent Shadow Corp resources or some fateful action or consequence.

### PROMOTION EFFECT


Grudge Match!
PROMOTION EFFECT
Play before a Match between two fighters that have already fought a previous Match. Both fighters take an additional 14 points of damage before being defeated.
This time it's personal.

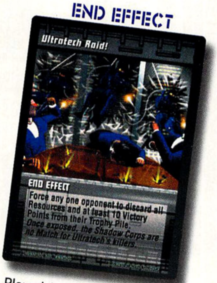
Like Draw Effect cards, Promotion Effect cards have a wide range of effects on the game, ranging from victory points to matchups.

### COMBAT EFFECT


Supernova!
CINDER
COMBAT EFFECT
Play immediately after the last Move in a Sequence is resolved. Cinder may immediately play up to 3 free Moves, which may all be linked with the last Move in the Sequence for a Combo. Cinder is exhausted the next Sequence and cannot play a card for the first three Moves.
"Let's turn up the heat, baby!"

These effects are played during a fight and can change the course of the action. They can heap on the damage or block an opponent's move.

### END EFFECT

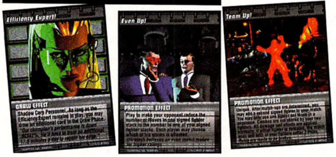

Ultratech Raid!
END EFFECT
Force any one opponent to discard all Resources and at least 10 Victory Points from their Trophy Pile.
Once exposed, the Shadow Corps are no Match for Ultratech's killers.

Played during the End Phase, End Effect cards can influence particular fighters or one player's standing.

# LET'S FAKE A DEAL.

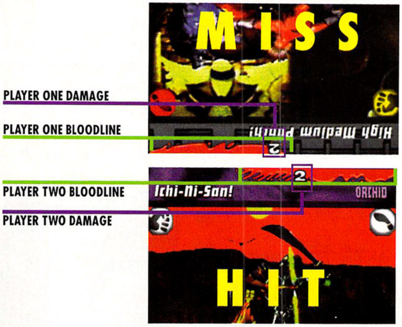
***On this page, we'll show you how a few sample moves play out. It may seem complex at first, but once you understand the basics, KI the Collectible Card Game moves pretty fast.***

## EFFECTS RULE


Efficiency Expert!
DRAW EFFECT
Even Up!
PROMOTION EFFECT
Team Up!
PROMOTION EFFECT

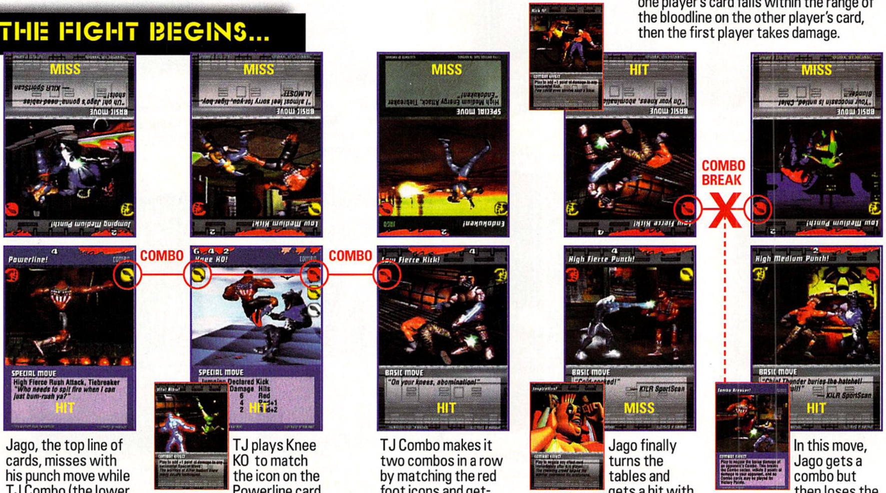
On the draw phase of the game, you can play any Draw Effect card. For instance, you could play the Efficiency Expert card, which allows you to draw an extra card every turn during the Draw Phase. That gives you a one card advantage over your opponents, who can draw only two cards. You might also play Corp Penetration—a Draw Effect card that forces your opponent to reveal his hand and discard all duplicates. In the Promotion Phase you might play a card such as Even Up. This card forces your opponent to reduce his fighter stack to match the number of cards in your stack. If you really want an advantage, you could play the Team Up card and add a second signed fighter to your match. Promotion Effect cards can also be used to boost your Trophy Pile winnings or to give you an edge when bidding for an arena.

## ON THE CARD


MISS
PLAYER ONE DAMAGE
PLAYER ONE BLOODLINE
High Medium Punch!
2
2
Ichi-Ni-San!
ORCHID
PLAYER TWO BLOODLINE
PLAYER TWO DAMAGE
HIT

Both cards are placed so that their top edges match up. To determine the outcome of the moves, you compare damage points and bloodlines. If the damage number on one player's card falls within the range of the bloodline on the other player's card, then the first player takes damage.

## THE FIGHT BEGINS...


MISS
Jumping Medium Punch!
MISS
Low Medium Kick!
MISS
Endokuken!
Kick It!
HIT
Low Fierce Kick!
COMBO
BREAK
MISS
Low Medium Punch!
Powerline!
COMBO
Knee KO!
COMBO
Low Fierce Kick!
High Fierce Punch!
High Medium Punch!
HIT
Vital Blow!
HIT
HIT
Inspiration!
MISS
Combo Breaker!
HIT

Jago, the top line of cards, misses with his punch move while TJ Combo (the lower line) lands a special punch for four points of damage.

TJ plays Knee KO to match the icon on the Powerline card. Since the Knee KO beats Jago's Low Medium Kick, TJ gets the hit and a Combo for extra points. He also plays a Combo Effect card that adds another point of damage.

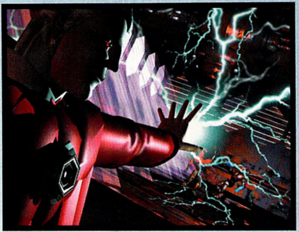
TJ Combo makes it two combos in a row by matching the red foot icons and getting the hit while Jago misses again.

Jago finally turns the tables and gets a hit with the Low Fierce Kick, then adds the Kick It Combat Effect for an extra point of damage. TJ Combo then slaps on the Inspiration card to negate Jago's special effect.

In this move, Jago gets a combo but then loses the bonus damage because TJ Combo plays a combo breaker card. In fact, Jago ends up taking two damage points.

# TOPP ART

Not only does KI the Collectible Card Game have excellent game play, it's also a showcase for computer rendered art. All of the new scenes are based on the characters and styles from the KI video games, but Topps Games went even further to bring to life the dark, cyber-future of Ultratech. Digital, 3-D artists, such as Norm Paul Dwyer and Kurt Kanellos, rendered it almost real.



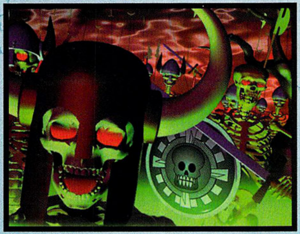
**BZZRAK**

**ASSASSIN**

**TECHNO MAGE**

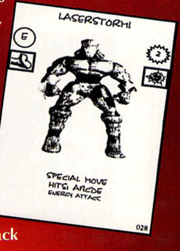
**RULE THE WORLD**

**LEGION OF THE DOOMED**



## CREATION OF A GAME

Topps Games sent us an early test deck of KI back when the game was still in development. If you've ever wondered how to make a collectible card game, take a look. The developers began with basic ideas of how the game would proceed. They wanted combat and an element of behind-the-scenes intrigue. As you can see, the combat engine didn't include bloodlines initially, but that innovation eventually made the game a killer. Test decks were used to check play—they were simple white cards with moves, effects and a black and white drawing.



## CHECK OUT THE WINNING DECK FROM THE KI NATIONAL CHAMPION

**ORCHID'S FIGHTER STACK**
Baton Crunch!
Fire Cat!
Flik Flak!
Ichi-Ni-San!
Lasaken!
Low Quick Kick!
Niguu Giri!

**MOVES**
Fire Cat! x2
Flik Flak!
High Quick Kick!
High Quick Punch!
Humiliation!
Low Quick Kick!
Low Quick Punch!
Niguu Giri!

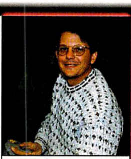
**ARENAS**
Air Box Sabotage! x3
Terminal Velocity!

**EFFECTS**
Corporate Raid! x2
Death of Orchid! x3
Efficiency Exxpert!
Even Up! x3
Exploitation! x3
Holding Corp!
Idea Men!
Inspiration x3
Laser Batons!
Mole! x2
Network!
Recycle!
Rule the World! x2
Saboteur!
Shadow CEO! x3
Shadow Spies! x3
Stall! x3

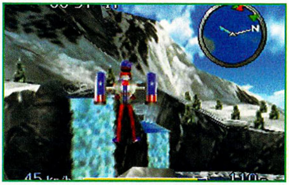
# COUNSELORS' CORNER

## PILOTWINGS 64

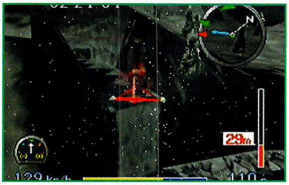
### WHERE IS THE ICE CAVE?


Mike Carver

You can find the Ice Cave near the only series of waterfalls that cascade down the east shore of Ever-Frost Island. Two rivers flow beneath Ever-Frost's frozen peaks. While you can swoop down into either the right or left cave, the cavern on the right is much longer and is filled with broken blocks of ice and turbulent waterfalls. If you want to explore the entire length of the Ice Cave, you'll need to use the Rocket Belt.



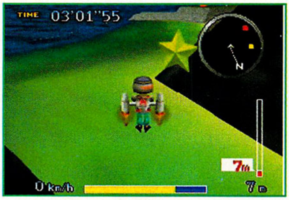
Look for the Ice Cave near the top of the terraced waterfalls along the east shore of Ever-Frost Island. You should enter the right cave.



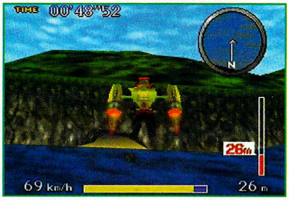
If you're good, you can use any aircraft to enter the Ice Cave, but you'll need the Rocket Belt to reach the warp star at the end of the cavern.

### WHERE ARE THE WARP STARS?

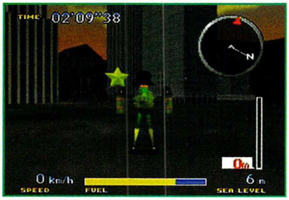
There are four warp stars in PilotWings 64. Whenever you touch one of them, you'll be teleported to the Bird Man Stage. You'll need to use the Rocket Belt to find most of them. Look for Holiday Island's warp star along the southeast coastline. Crescent Island's warp star is inside a small cave at the base of the north shore cliffs, near the runway. You must rocket your way to the end of the Ice Cave to find Ever-Frost Island's warp star. Finally, if you soar across New York's miniature version of Central Park, you'll discover the warp star for Little States Island.



Holiday Island's warp star is the easiest to find. Look for it along the island's southern coastline.



Crescent Island's warp star is hidden inside a tiny cave below the island's northern bluff.



You'll find the warp star on Little States Island in New York's miniature version of Central Park.

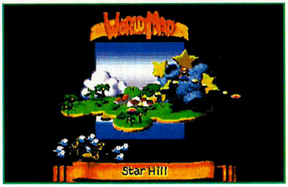
Super NES

# SUPER MARIO RPG: THE LEGEND OF THE SEVEN STARS

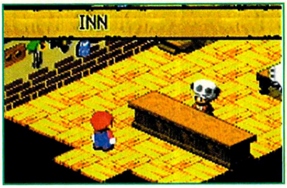
Sue Nelson

## HOW DO I FIND SAMUS ARAN?

You'll find Samus in the guest room of the Mushroom Kingdom Castle after you complete the Star Hill area and before you venture into Nimbus Land. Stay in the Mushroom Kingdom Inn, then go to the Mushroom Kingdom Castle. After you enter the castle, go through the door on the far right. Go through the door at the top of the room to reach the guest room. Inside you'll find the best bounty hunter in the solar system.



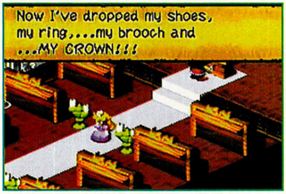
Complete Star Hill, then return to the Mushroom Kingdom before continuing to Nimbus Land.



You may need to visit the Mushroom Kingdom Inn before Samus signs the guest register.

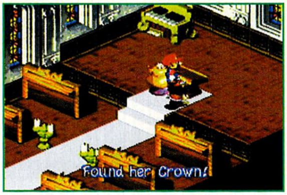
## HOW DO I GET THE PRINCESS'S CROWN?

Picking up the Princess's crown is one of the trickiest tasks in the game. The crown is sitting on top of Booster's head. To retrieve it, stand to the side of Booster, face him, and press the A Button. Since the A Button is also used to talk to people, you cannot take the crown while Booster is facing you. You can't get the crown by standing on Booster's head. It's important to remember that you must be facing an item before you can pick it up.



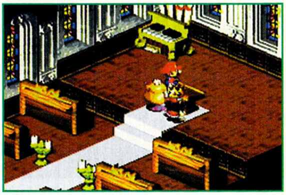
Now I've dropped my shoes, my ring,...my brooch and ...MY CROWN!!!

The Princess's crown will land on top of Booster's head after the wedding is broken off.



Found her Crown!

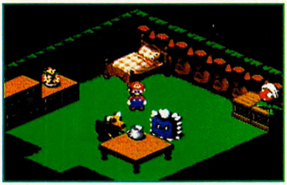
To jump on Booster's head, face him and press the B Button before he turns toward you.



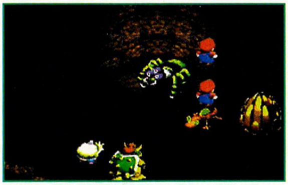
You cannot pick up the crown if you're standing on it. Jump back down and try again.

## HOW DO I GET THE ATTACK SCARF?

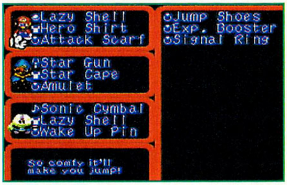
You can get the Attack Scarf from the K-9 in Monstro Town if you execute 30 consecutive Super Jumps. Enter the second door down from the upper left corner of Monstro Town. Inside you'll find a K-9, a Thwomp and a Piranha Plant. You need to practice the timing of your Super Jumps to pull off 30 leaps. The timing of your jumps will change around the 16th and 17th jumps and later around the 22nd and 23rd. Wait until Mario's feet hit the floor before you leap into the air again. You can win the Super Jacket here if you accomplish 100 consecutive Super Jumps.



Go for the Super Jump record and win the Attack Scarf in this room in Monstro Town.



Time your leaps so you execute another Super Jump when Mario's feet touch down.



Lazy Shell
Hero Shirt
Attack Scarf

Star Gun
Star Cape
Amulet

Sonic Cymbal
Lazy Shell
Wake Up Pin

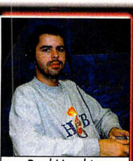
So comfy it'll make you jump!

Jump Shoes
Exp. Booster
Signal Ring

After you win the Attack Scarf, try going for 100 jumps. If you make it, you'll win the Super Jacket.

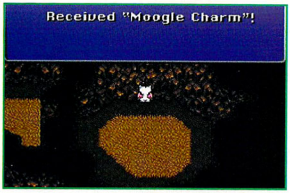
# FINAL FANTASY III

## WHERE DO I FIND THE MOOGLE CHARM?



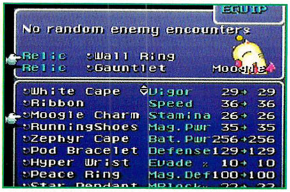
Paul Hawkins

The Moogle Charm is hard to find unless you know how to get it. You need to stand exactly where Mog was waiting when you found him in the mine behind Narshe in the World of Ruin. While standing on the spot, face up and press the A Button to receive the Moogle Charm. You won't encounter any random monsters when Mog is in your party equipped with the Moogle Charm.



Received "Moogle Charm"!

You'll find the Moogle Charm if you stand in the spot where Mog was in the mine behind Narshe.



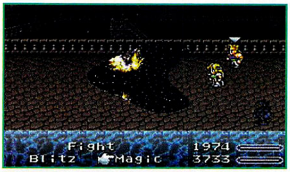
No random enemy encounters

EQUIP
Relic Wall Ring
Relic Gauntlet
Moogle
White Cape
Ribbon
Moogle Charm
RunningShoes
Zephyr Cape
Pod Bracelet
Hyper Wrist
Peace Ring
Vigor 29→ 29
Speed 36→ 36
Stamina 26→ 26
Mag.Pwr 35→ 35
Bat.Pwr 256→256
Defense 129→129
Evade % 10→ 10
Mag.Def 100→100

The Moogle Charm nullifies random monster encounters. Mog must have the item equipped.

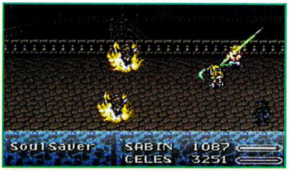
## HOW DO I DEFEAT WREXSOUL?

There are two methods for defeating the wicked Wrexsoul who haunts Cyan's dream. The easiest technique is to defeat the two flaming Soulsavers hovering nearby. Cast the X-Zone spell until the Soulsavers are destroyed. To win the battle, you must defeat both of the Soulsavers simultaneously. If you don't have the X-Zone spell, you'll need to defeat and revive each of the characters in your party until Wrexsoul reveals himself. This is the only way to find Wrexsoul, who is hiding inside one of your characters. Your party members should be at least to level 55.



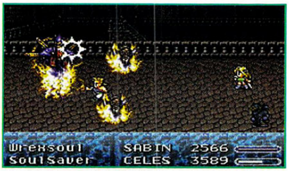
Fight 1974
Blitz Magic 3733

The easiest means of defeating Wrexsoul is to simultaneously X-Zone the flaming Soulsavers.



SoulSaver
SABIN 1087
CELES 3251

If you don't have X-Zone, ferret out Wrexsoul by defeating and reviving your companions.

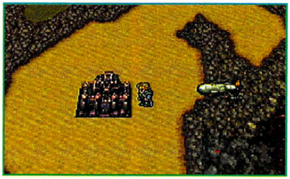


Wrexsoul
SoulSaver
SABIN 2566
CELES 3589

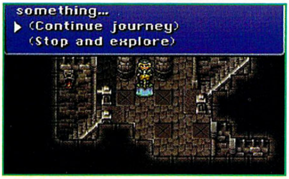
After you've exposed Wrexsoul, fight him just like any of the other tough baddies in the game.

## WHERE IS THE ANCIENT CASTLE?

The Ancient Castle is listed as Odin's Palace, #23 on the World of Ruin map packaged with your Final Fantasy III game. If you don't have the map, go to Figaro Castle and talk to the elderly gentleman in the engineer's room. Tell him that you want to go to Figaro and he'll pull some switches that cause the castle to submerge beneath the desert. During the journey, the castle will stop and the man will mention something about a "strange stratum" in the bedrock. He'll ask you if you want to continue your journey or investigate the rock. Tell him you want to stop and explore. Walk to Figaro Castle dungeon's far right cell. Inside you'll see a hole in the wall where you can enter the cave leading to the Ancient Castle.

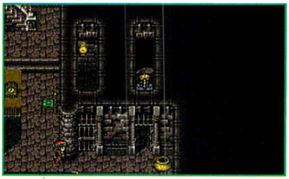


To reach the Ancient Castle, you must travel beneath the desert in the mobile Figaro Castle.



something...
▶ (Continue journey)
(Stop and explore)

During the journey, the old engineer will notice the strange stratum in the desert's bedrock.



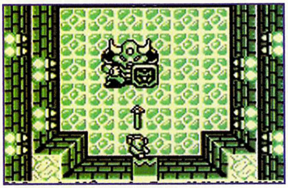
Go to the Figaro Castle Dungeon to find the cave leading to the Ancient Castle's old gates.

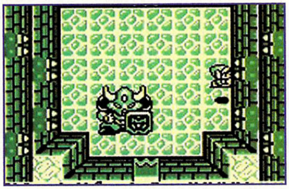
# THE LEGEND OF ZELDA: LINK'S AWAKENING

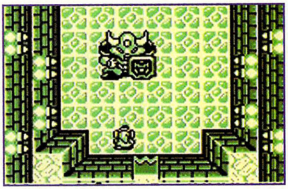
Amy Janas

## HOW DO I DEFEAT THE ARMOS KNIGHT?

If you're not using the correct weapon, defeating the Armos Knight inside the South Face Shrine can be a daunting task. You need to use your Bow and at least ten arrows. The first five arrows will destroy the knight's shield and another five will crush his stone armor. Try to keep your distance by standing at the bottom of the screen while shooting upward at Armos. You can also use your feather to jump up in the air and avoid the earthquakes created by the knight's stomping feet. When you defeat the Armos Knight you'll find the Face Key for the North Face Shrine.

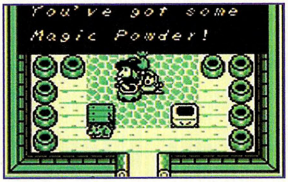

You need to use your Bow and at least ten arrows to pierce the Armos Knight's armor.


Avoid the knight's ground-pounding stomps by using the feather to float above the floor.

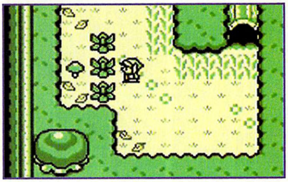

You can hit Armos in the air or on the ground. Try shooting at him from the bottom of the screen.

## WHERE IS THE MAGIC POWDER?

You need to find the Sleepy Toadstool and deliver it to the witch in the Mysterious Woods before you can receive the Magic Powder. From the Raccoon, walk down a screen then right one screen to a cave. Walk all the way through the cave to find the Sleepy Mushroom on the other side. The witch will make you 20 sacks of powder. If you run out, get another toadstool and have her make more.


You've got some Magic Powder!

You'll receive 20 sacks of Magic Powder the first time you give the Sleepy Toadstool to the witch in the Mysterious Woods. Magic Powder works on the Raccoon and has other uses, too.


You won't receive more Magic Powder or find a second toadstool until you use up all of your powder supply. Return to the forest to find another Sleepy Toadstool in the same spot.

# Q & A FAST FACTS

*Write To:*
**Counselors' Corner**
**P.O. Box 97033**
**Redmond, WA 98073-9733**

### FINAL FIGHT 3

**Q:** How can I find the different routes through the game levels?
**A:** Try destroying the doors you see in the background scenes of the stages. Some stages do not have doors or different routes, but it's important to try all of them.

**Q:** Can you get the guy out of jail in Round 2?
**A:** No. You cannot break him out of jail. Besides, he's one of the bad guys.

### FRANTIC FLEA

**Q:** What does diagram do?
**A:** The diagram displays the percentage of fleas you collected in the stage.

**Q:** Is there any way to continue?
**A:** No.

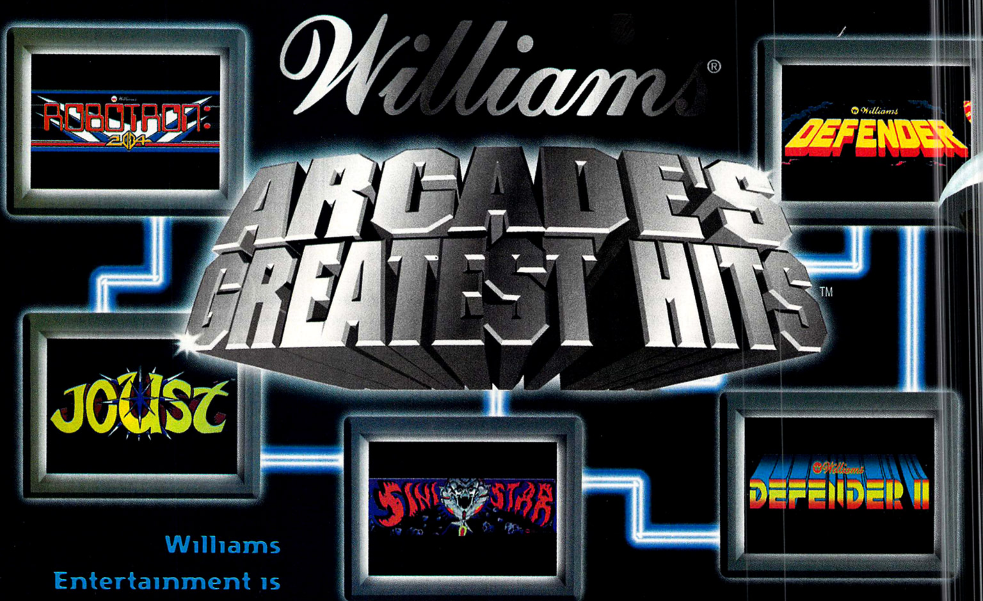
**Q:** How do I get credit for rescuing a mini-flea from a Pain Pod?
**A:** Wait until a number starts counting down above the pod, then rescue the mini-flea.

### MEGA MAN: DR. WILY'S REVENGE

**Q:** How do I get the Power Pellet on the platform above my head in the Fire Man Stage?
**A:** Go to the right and freeze the spurting flame with the Ice Slasher. Jump up on the frozen flame then hop back to the left to the Power Pellet.

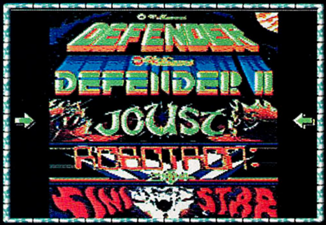
**Q:** How do I get the Power Pellet behind the steel wall in the Sky Fortress?
**A:** Use a powered-up Atomic Fire blast.

# Williams® ARCADE'S GREATEST HITS™

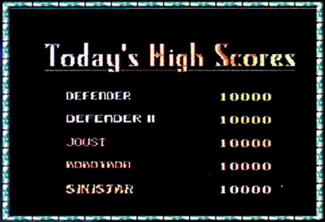


**Williams Entertainment is combining a quintuplet of the biggest arcade quarter munchers in history on one Super NES Game Pak. Get set for a five-star blast from the past!**

## AN ARCADE-IN-A-CARTRIDGE



Players pumped quarters into these babies like there was no tomorrow. Many still do!

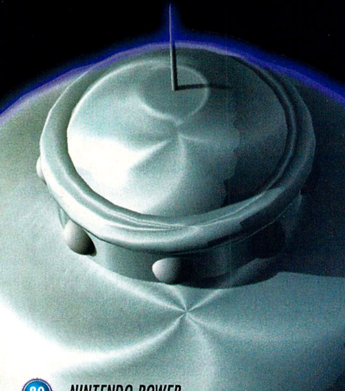


Today's High Scores

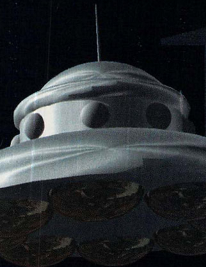
| | |
|---|---|
| DEFENDER | 10000 |
| DEFENDER II | 10000 |
| JOUST | 10000 |
| ROBOTRON | 10000 |
| SINISTAR | 10000 |

The high scores aren't saved, so you'll just have to set new records every time you play.

In the early '80s, the first wave of home video games was enjoying some success, but most of the fire and fury of the video game business was still centered in arcades. Innovative blockbusters like Defender, Defender II, Joust, Robotron 2084 and Sinistar took design concepts and game play to new heights. Fans still count these among their favorites and search high and low to find them. Luckily for us, we won't have to troll the local pizza parlors anymore to get our daily allowance of Robotron. These classics are strutting their still-tasty stuff in a new collected edition for the Super NES. All of the white-knuckled excitement and seat-of-your-pants game play of the originals are here, little dimmed by the passage of time and technology!

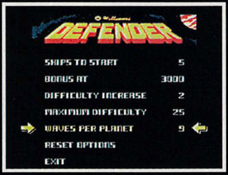


© Defender 1980, 1996
© Defender II 1981, 1996
© Joust 1982, 1996
© Robotron 2084 1982, 1996
© Sinistar 1982, 1996



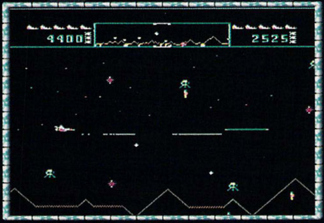
Williams
DEFENDER

Defender broke out of the static overhead view, line-'em-up-and-shoot-'em-down game mold. The added complexity made it a runaway hit. Its two objectives (a rare thing back in 1980) are to destroy wave after wave of invading aliens with your lasers and screen-clearing bombs, and to rescue helpless colonists as they are being kidnaped. Bonuses are awarded at the ends of stages for survivors, but if everyone disappears, your planet is kaput.

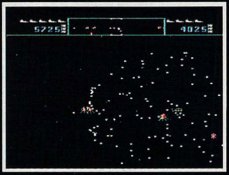


SHIPS TO START 5
BONUS AT 3000
DIFFICULTY INCREASE 2
MAXIMUM DIFFICULTY 25
WAVES PER PLANET 9
RESET OPTIONS
EXIT

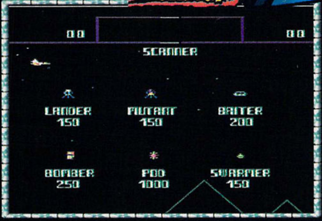
All these games let you set the number of lives, difficulty level, scores for winning extra lives, etc.



If an alien ship grabs a colonist, you must destroy the ship, pick up the colonist and deposit him back on the planet surface.

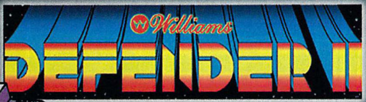


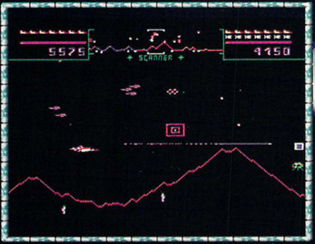
If all the colonists are kidnaped, the planet will be destroyed, and you'll continue the fight in space.



LANDER 150
MUTANT 150
BAITER 200
BOMBER 250
POD 1000
SWARMER 150

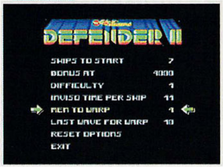
There are a variety of alien ships, each with its own behavior patterns (watch out for the Mutants, especially). This was pretty big stuff back then, and frankly, they're still tough to beat!





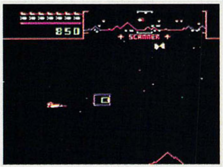
Keep track of the Warps' positions on your scanner. Using them is risky, though. If there are enemies at the other end, you could be running into trouble!

Then, as now, arcades needed variety to draw customers, but it wasn't unusual to find two, three or four Defender consoles in a single place. It was only natural to produce a sequel, and how sweet it turned out to be! The premise of Defender II (originally called Stargate) is the same as the original's, but the alien ships are smarter and faster, and they swarm in far greater numbers. There are also two Warps that allow you to slip to the opposite side of the planet in the blink of an eye.

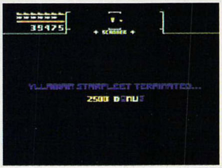


SHIPS TO START 7
BONUS AT 4000
DIFFICULTY 4
INVISO TIME PER SHIP 11
MEN TO WARP 4
LAST WAVE FOR WARP 10
RESET OPTIONS
EXIT

Besides your nuclear bombs, you also have a new Inviso cloaking device.



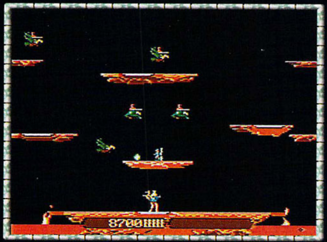
Used with caution, the Warps can save you time and maybe your bacon!



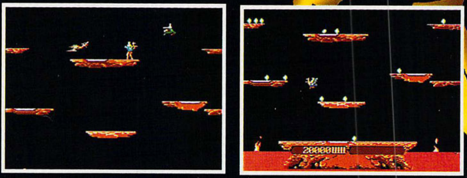
Focus on saving colonists. You can ensure a big bonus and clear enemies simultaneously.

# JOUST

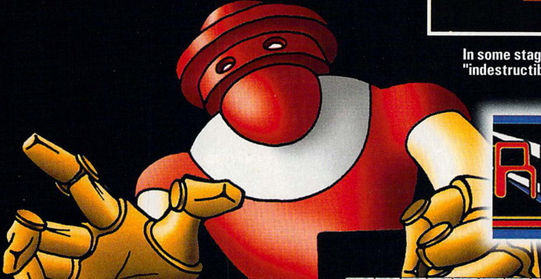
Joust brought a whole new perspective to the arcade game scene. Here was a 2-Player, simultaneous action game that didn't involve shooting something, and, to everyone's pleasant surprise, it turned out to be incredibly exciting to play! The idea is to knock a screenful of opposing aerial knights off their mounts and collect the eggs they leave behind. You must hit your enemies from above, and they'll try to do the same to you. Your opponents become more aggressive in the higher levels, and they'll be joined by seemingly indestructible pterodactyls.



If left alone, an egg will hatch a new, more powerful warrior. In the early stages, let the eggs regenerate once or twice, then collect them for big bonuses.



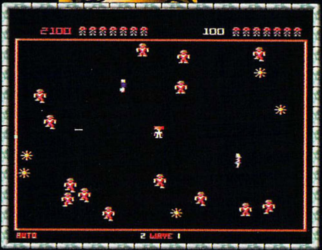
In some stages, you must collect eggs before they hatch. Destroy the "indestructible" pterodactyl with a head-on hit to the beak.

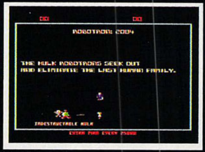


Williams

# ROBOTRON: 2084

Whether it was the heartbeat-like soundtrack or the oh-so-simple yet oh-so-addictive game play, Robotron 2084 was one of the most absorbing games ever to inhabit an arcade. Now you can destroy robotic renegades and save the last human family with your Super NES. The A, B, X, and Y Buttons have replaced the arcade console's second joystick for fire control. Angled shots are achieved by pressing two buttons (e.g., press Y and B to fire down and left), and the system works well. You must clear each arena of a dizzying array of robots and collect as many humans as possible before they're crushed beneath metal clad feet.





00 00

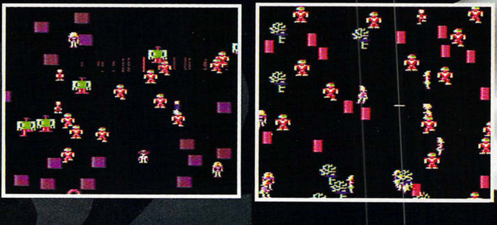
ROBOTRON: 2084

THE HULK ROBOTRONS SEEK OUT AND ELIMINATE THE LAST HUMAN FAMILY.

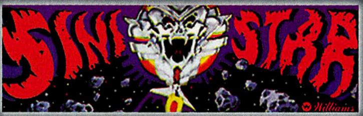
INDESTRUCTIBLE HULK

EXTRA MAN EVERY 25000

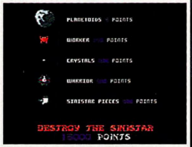
You'll collect a bonus for every human you save, and the point value increases with each rescue, up to 5,000 points. Mom, Dad and Mikey are counting on you!



The trick in the later stages is to immediately clear a path to the edge of the screen, then run around the perimeter, sweeping your laser out in front of you.



"I am Sinistar. I hunger!" With those digitized words, the artificially intelligent space station, Sinistar, struck terror and delight in the hearts of players everywhere. Taking a cue from Defender's success, Williams made sure this title wasn't just another shooter. Players must mine minerals to build bombs that will defeat Sinistar. In the meantime, Worker and Warrior robots mine the same minerals to build Sinistar itself. It's a race against time, and the odds are stacked against you! "Run, coward!"



PLANETOIDS POINTS

WORKER POINTS

CRYSTALS POINTS

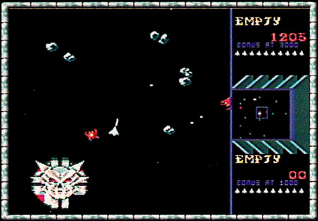
WARRIOR POINTS

SINISTAR PIECES POINTS

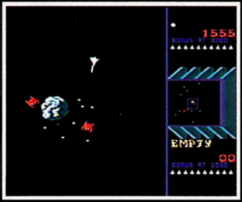
DESTROY THE SINISTAR

15000 POINTS

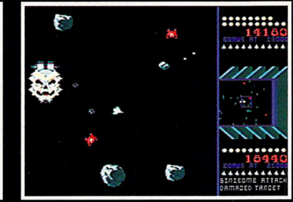
Points are awarded for destroying asteroids, Workers, Warriors and pieces of Sinistar. You can't, however, destroy Sinistar completely until after he's been fully constructed.



The stage ends when Sinistar is completely destroyed. Workers will need less and less time in each new stage to complete Sinistar, but you can get a head start, since leftover bombs are carried over.



Help the Workers mine some minerals, then destroy them and scoop up the booty for yourself.



Bombs can be intercepted, so wait until Sinistar gets close. Then it will be time to, "Run, run, RUN!"

## ONCE AND FUTURE HITS

Gamers and developers alike are notorious for constantly focusing on finding the Next Big Thing. At the same time, gamers can be the most tenaciously loyal beings on the planet, clinging lovingly to their long-time favorites, turning aside all criticism of them and crying, "But these games *rock!*" It was perhaps just this kind of widespread loyalty that prompted Williams Entertainment to release Williams Arcade's Greatest Hits. The company is not just banking on nostalgia, though, and expects hordes of new players to jump on the Greatest Hits bandwagon.

We asked Mike Rubinelli, Vice President in charge of Third Party Development for Williams Entertainment, why he believes these games were and are so popular. He replied, "These games gave us the first mix of great graphics and really intense game play. They had more depth, and they still hold up well. They had a simple premise, but each had its own personality. It was the first time that gamers really felt that it was man against machine."

Of the five titles, Mike cites Robotron as his favorite and calls it "the quintessential video game, a designer's game, a player's game." He says that fans became completely absorbed in it because "you always knew you were going to die, it was just a matter of when. You had to see how long you could delay the inevitable. Man against machine, you couldn't let the machine win. All of these games were like that." Mike also cites the smooth learning curve as a big part of the games' appeal. "The more you played, the better you got, the better you got, the more you could play. These days, you're dropping two bucks just to start a game. If you got good with Robotron, Defender, whatever, you could play for hours (on one quarter). It'll be the same feeling on the Super NES."

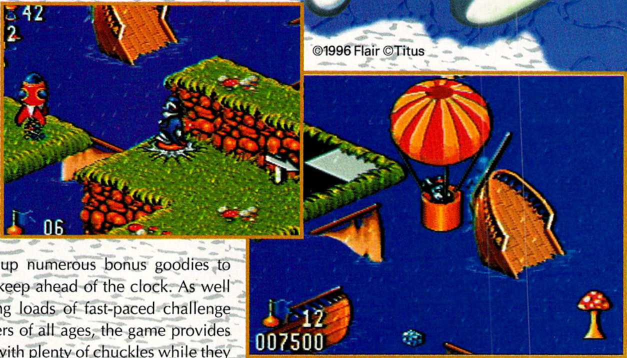
Mike firmly believes that these classics have more than a chance at new life with a new audience. "They'll always be great, no matter the platform," he says. "Games have changed, but what makes them great hasn't. New players will be getting off on the same things that long-time fans did, and long-time fans will be getting hooked all over again. They'll be going, oh, this is just like I remember. Oh no, here we go again!"

# WHIZZ™

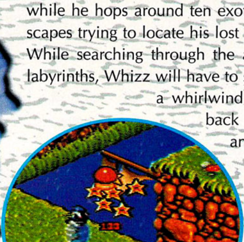
**GET READY TO MEET WHIZZ, A HARRIED HARE WITH NO TIME TO SPARE! SUPER NES PLAYERS CAN NOW JOIN TITUS'S TUXEDO-WEARING WHIZZ ON A WONDROUS JOURNEY THROUGH TEN STRANGE AND WHIMSICAL STAGES!**

## Whizz is in it to Win!

Whizz is a well-dressed rabbit who's trying to win a hot air balloon race, but for some strange reason he keeps losing his high-flying craft! If the heroic hare is to have any chance of finishing first, he'll have to keep an eye on the time while he hops around ten exotic landscapes trying to locate his lost balloon. While searching through the amazing labyrinths, Whizz will have to spin like a whirlwind to beat back baddies and snatch up numerous bonus goodies to help him keep ahead of the clock. As well as offering loads of fast-paced challenge for gamers of all ages, the game provides players with plenty of chuckles while they help the funny little bunny find his ride and become a winner!

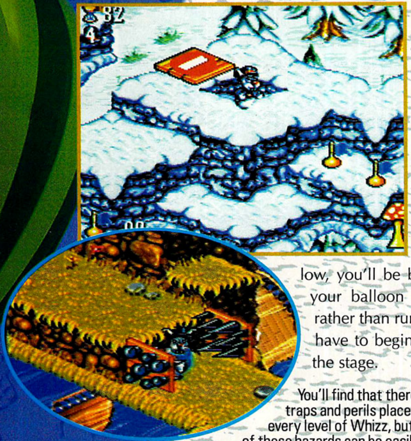


While Whizz's main aim is to locate his missing hot air balloon at the end of every level, there are plenty of smaller goals to accomplish in the game, such as launching little rockets, unlocking treasure troves, and discovering each stage's special secrets.



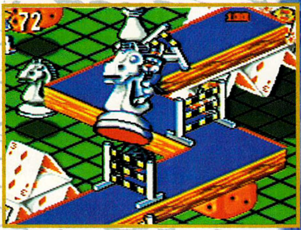
©1996 Flair ©Titus

# Whizz's Wonderland



In Whizz, players will hop through four exotic lands in ten separate stages, each with its own unique challenges and unusual look. For example, when the happy hare winds up in a wintry world, he'll go for a slippery spin on a sled, but later, when the bunny finds himself hopping along sandy shores and sunken ships, he may end up becoming the captain of a submarine! While it's tempting to slowly explore every stage, it's always important to keep an eye on the clock. If your timer is looking a little low, you'll be better off just finding your balloon as fast as you can, rather than running out of time and have to begin again at the start of the stage.

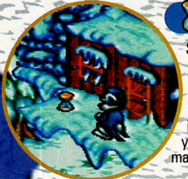
You'll find that there are plenty of traps and perils placed throughout every level of Whizz, but, luckily, most of these hazards can be easily avoided if you can bunny hop both quickly and cautiously.



Although getting to the balloon is a constant goal in the game, the unusual ways in which Whizz finally winds his way to it vary greatly from stage to stage.

# A Rabbit's Rewards!

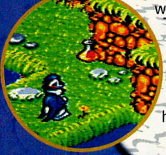
If the clever hare searches long and hard throughout every level, he'll earn some fine rewards for his efforts! Whizz will have to find some items (like blocks) just to get past certain obstacles, but other items offer the rabbit better health, bonus points, or additional time. Make sure you check the maps for the locations of most of this loot!



### HOURGLASS

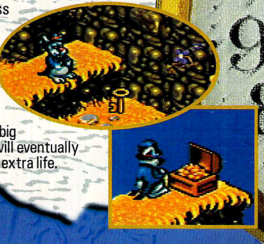
Since Whizz will start each stage with only a limited amount of time on the clock, locating the Hourglasses is perhaps the most crucial part of the game! These tiny timepieces will add 44 precious seconds to your quickly ticking timer, and because they're relatively rare, you'll have to be extremely mindful that you make the most of them!

### POTION



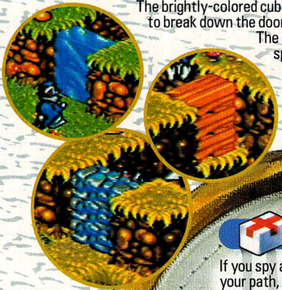
Red Potions are the most powerful—and most rare—items that you will find in Whizz. The magic elixir will completely refill the mushroom meter that keeps track of the hare's health.

### KEY & TREASURE CHEST



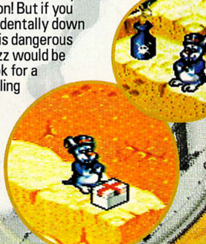
If Whizz comes across a Key, he should keep a look out for either a treasure chest or a special door than needs to be unlocked. Opening a chest will give the bunny some big bonus points which will eventually lead to his earning an extra life.

### BLOCKS



The brightly-colored cubes give Whizz the power to break down the doors that stand in his path. The color of each block corresponds to a particular material, and the power it gives you is just enough to break down barriers that are made from the same, or weaker, substances.

### HEALING BOX

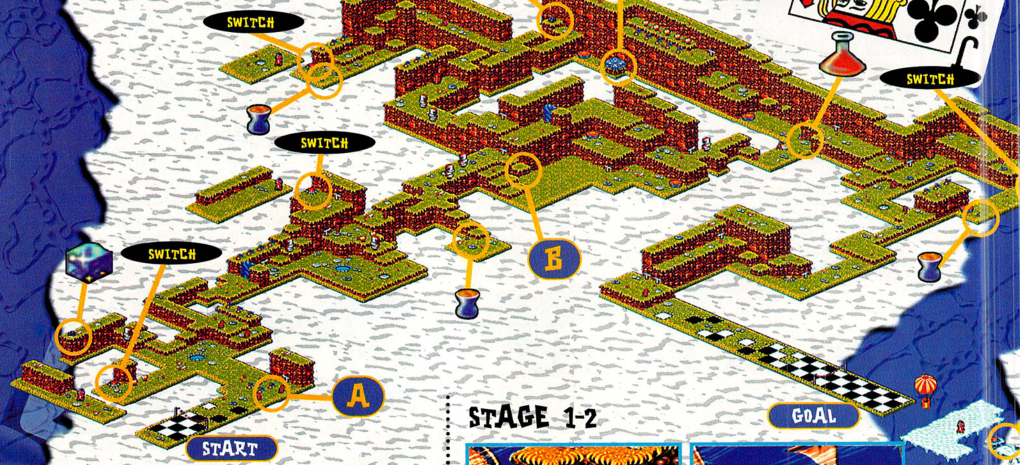


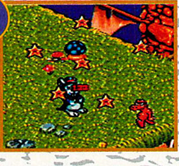
If you spy a bottle of dark liquid lying in your path, don't drink it, or Whizz will wind up with a bellyfull of bitter poison! But if you should accidentally down some of this dangerous stuff, Whizz would be wise to look for a nearby healing box before the poison starts doing some serious damage.

# STAGE 1 Cliffs in the Clouds

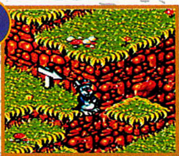
Whizz begins the game on some grass-covered cliffs floating high in the clouds. This stage is packed with all sorts of strange and dangerous cliff-dwellers, like baby dragons, walking pieces of wood, and even waddling penguins! While they may be kind of cute, these little critters would love nothing more than to delay Whizz. Be sure to look for the arrows that point out the proper path to the lost balloon.

## STAGE 1-1 MAP

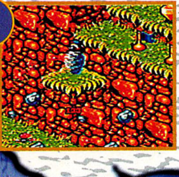




If you pull off a spin attack against one of Whizz's opponents, it'll be replaced with one of two types of munchable mushrooms. The red ones will restore Whizz's health, while the blue ones will only do him harm.



Why should Whizz walk when he can catch a free ride to the right on this floating platform? Besides, there are some baddies just waiting to fight with him on the lower ledge, should he skip the shortcut.



If Whizz is clever enough to grab the blue, cobbled cube that's located on the ledge just above and to the left of this area, he'll be able to break up the big rock slab that's keeping this platform from rising.

## STAGE 1-2

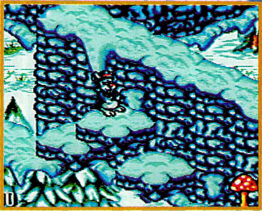
In this stage, Whizz will encounter some big buttons that, when pushed, reveal some previously hidden bridges. If the switch is on the side of a wall, Whizz can hop on top of the button to get to whatever bonus items might be on the ledge above it.

## STAGE 1-3

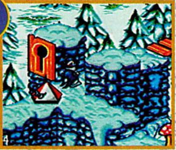
In this stage of the game, you're going to spend tons of time just figuring out which way to go. There are plenty of buttons to push, loads of bonus items to pick up, and lots of chances to get Whizz totally lost.

# STAGE 2 A Snowbound Bunny

The bunny had better bundle up! Whizz's next stop is a world of perpetual winter where purple sea lions, spinning pyramids, and pestering penguins are all itching to put Whizz's game on ice. While you're much more likely to get lost in this land of slippery slopes and snow-covered cliffs than you were in the last level, there are also more hidden rewards and secrets to uncover in this cool series of stages.

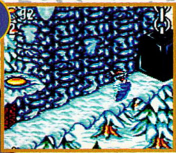


**A**



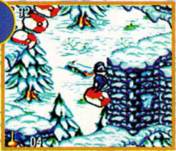
Whizz can avoid this locked door if he heads down the paths to the right. But being a great explorer, of course, he'll want to see what's on the other side. Search to the left for the key that unlocks this barrier.

**B**



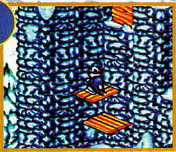
This massive, black weight will stand in Whizz's way unless he pushes the bright yellow button that's back to his left. He'll have to move fast though, or the heavy weight will fall right back on top of his little head.

**C**

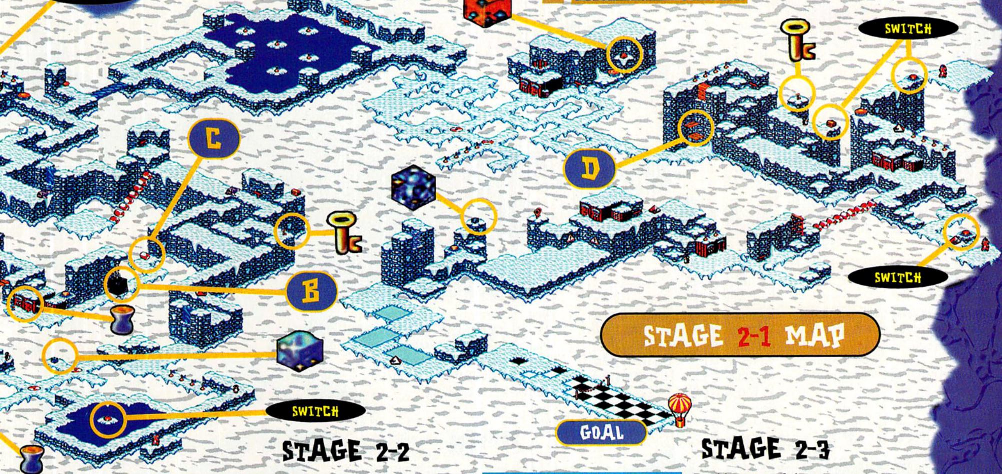


Since Whizz doesn't have the strength to hop to the top of this ledge, he'll have to look to the red and white roller for a lift. Just climb aboard this tiny treadmill and press Up on the Control Pad.

**D**

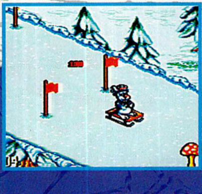


Working your way up these moving platforms is a simple matter of patience, practice and precision. The only trick is to start Whizz's jump for the next wooden platform just before it begins to emerge from the wall.



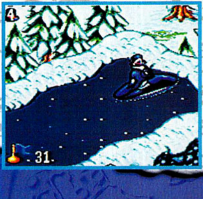
STAGE 2-1 MAP

## STAGE 2-2



Whizz will complete this next stage by sledding down an icy slalom course where he can pick up some easy bonus points each time he passes through a pair of flags. But if he crashes into a flag, he'll fall off his sled and have to finish the course on foot.

## STAGE 2-3

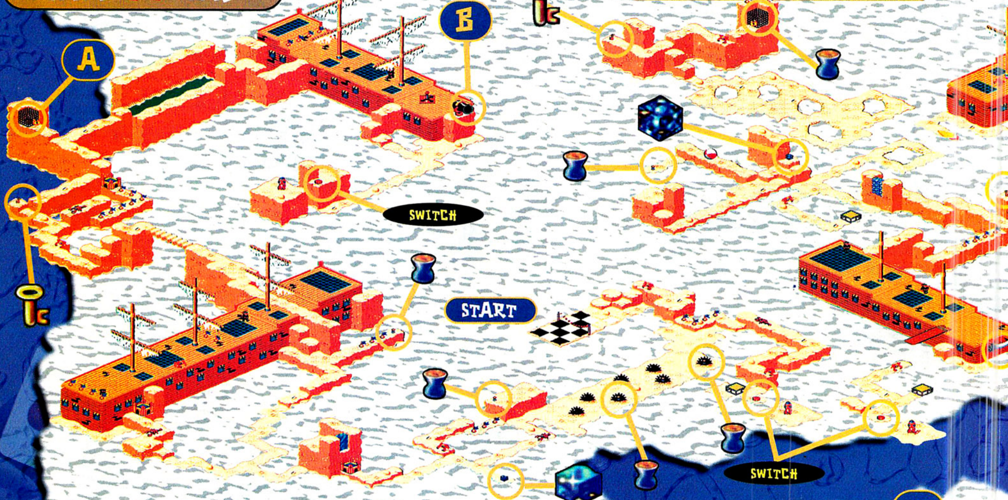


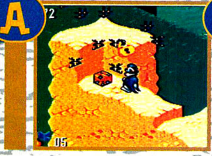
By this stage of the game, Whizz will need to launch every rocket he can find to gain some extra lives. This friendly killer whale will help him locate the stage's last rocket, but only if Whizz is nice enough to find the hungry orca a tasty fish.

# STAGE 3 Water, Water, Everywhere!

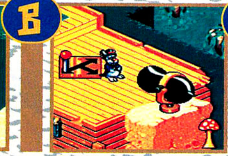
Having left the snow far behind, Whizz has moved to the tropics for a little fun in the sun! This time he'll have to contend with lobsters, crabs and even beach balls while he hunts along the sandy shores and through sunken ships for his balloon. And since Whizz is not the world's greatest swimmer, he'll get help from a surfboard, a motorboat, and a submarine when he needs to cross over water!

## STAGE 3-1 MAP

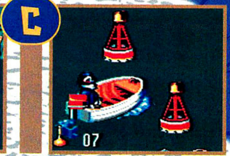




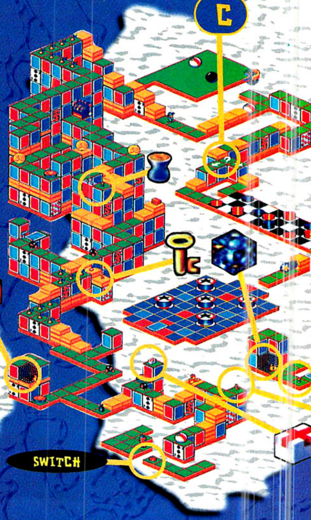
Sometimes Whizz will find an important item, such as a block, that is locked behind bars. All you'll have to do is locate a nearby Key in order to break those bars wide open.



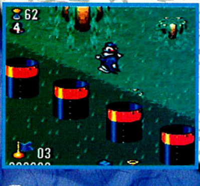
You can use this cannon to blast Whizz over the water, but be very careful where you aim it! Whizz would be wise to push the giant joystick to the left for a quick trip to the red rocket.



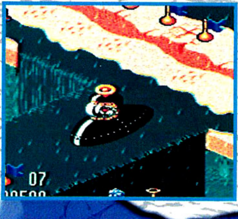
When Whizz crosses the bay in the little motorboat he should try his best to steer clear of the red bobbing buoys, or else he's sure to drain his health meter before he even makes it to shore.



## STAGE 3-2



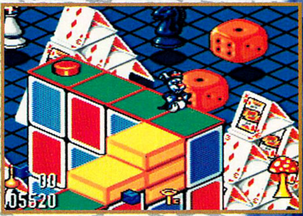
By using the semi-submerged smokestacks of a sunken cruise ship, Whizz can safely cross this wide stretch of water without getting his feet wet.

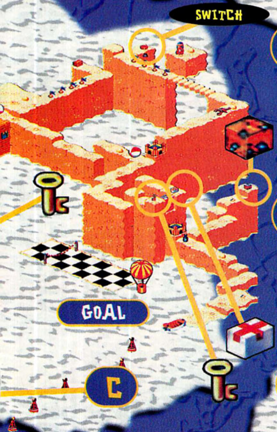


He will certainly find this submarine handy for getting beyond a big sandbar, but Whizz shouldn't try to turn it. It seems to know where to go on its own!

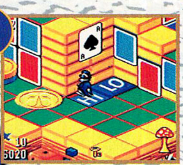
# STAGE 4 A High Rollin' Hare

In this final pair of stages, Whizz will find himself hopping across a giant house of cards inhabited by some colorful jokers, bad-tempered bombs, and slow-moving chessmen. There's plenty of fun and games to be had, but make sure you keep a look out for those hard-to-find Hourglasses—you're going to need all the extra time you can get!



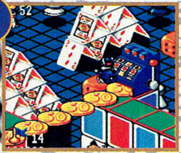


**A**



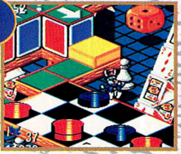
Whizz has to stack his chips a little higher if he hopes to reach the next ledge. You'll add chips to his pile by correctly guessing whether the next card will be higher or lower than the one shown on the wall.

**B**



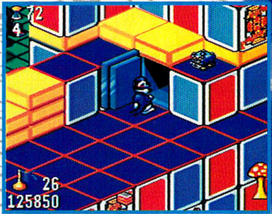
It will take Whizz anywhere from one to three tries to win at the slot machines, so unless you're feeling terribly lucky, make sure that you find all the big coins you can before you start playing these one-armed bandits.

**C**

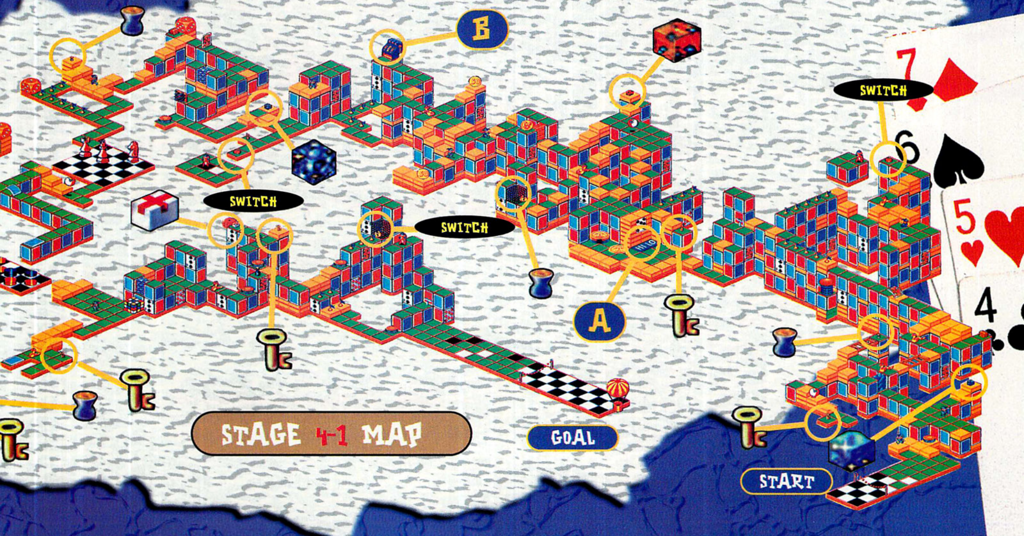


Whizz will reach a crossroads just before jumping onto this giant checkerboard. To get the greatest number of bonus points, he'll want to choose the path to the left so that he hops over only the red checkers.

## STAGE 4-2



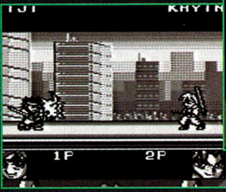
In the next stage, Whizz will need to find a variety of numbers (two, eight, and five) before he'll be able to open this vault. Inside he'll find a bunch of flags, the button to launch a red rocket, and an Hourglass that's hidden behind a movable block.

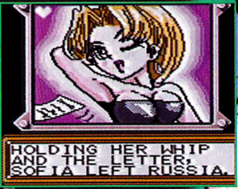


# BATTLE ARENA TOSHINDEN™

## AN INVITATION!

You're invited to put your life on the line in the most notorious underworld tournament in the world. Nintendo presents Toshinden Battle Arena, a one- or two-player Game Boy tournament fighting game packed with hidden characters, moves and codes. This portable Pak looks great on your Super Game Boy, even if the screen text occasionally reads like a bad fortune cookie. Forgiving computer AI and a cast of junior characters makes the game ideal for beginning players, and experienced gamers can crank up the difficulty on the Options menu.





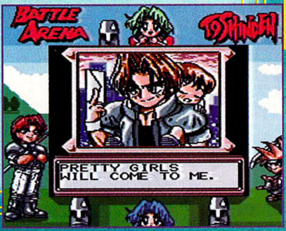
HOLDING HER WHIP AND THE LETTER, SOFIA LEFT RUSSIA.

©TAKARA CO., LTD 1996
Licensed by Nintendo

## THREE TIMES THE MAYHEM

### STORY MODE

Story mode provides the inside scoop, describing why your character is in the ring and what will happen if he or she goes all the way. Assume the role of your favorite fighter and battle your way to the top. You must defeat all of the contestants to win the tournament.



PRETTY GIRLS WILL COME TO ME.

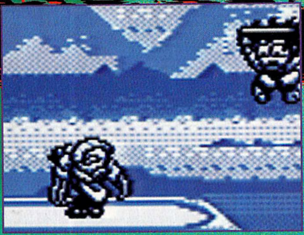
### VS. CPU

Whether you're having a tough time against a particular opponent or you just want to fight one or two matches, VS. CPU mode is for you. Choose your favorite warrior and challenge any of the eight opponents. You cannot select hidden characters in this mode.

### VS. HUMAN

Toshinden has versatile options for two-player fun. You can link up with two Game Boy games or go at it with a Super Game Boy and two Super NES controllers. Two-player mode does not include a handicap option.

# WRUNG OUT

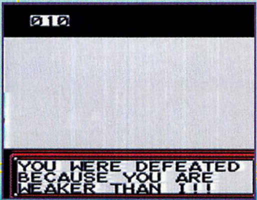


If you can't defeat your opponent with punches and kicks, go for a win by knocking your foe out of the ring. An arrow gauge at the bottom of the screen indicates how many times you can take a push or a shove before you fall off the edge of the ring. The Ring Out message flashes when you or your foe is hanging by a toe. This feature can be disabled on the Option screen.

# GET TOUGH

An Option mode lets you customize your game. Choose from one of four difficulty levels or tweak your stamina, Ring Out, or time gauges. Since the game's default settings are fairly easy, experienced players might want to modify the Option menu and crank up the challenge in their matches.

## LANGUAGE CODE



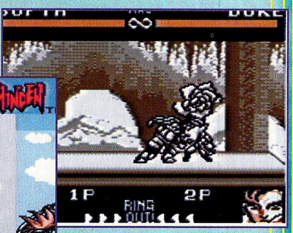
010

YOU WERE DEFEATED BECAUSE YOU ARE WEAKER THAN I!!

If you're good enough to finish the game on Expert Mode, you'll receive a code that displays all 210 text messages in the game. Players persistent enough to scroll through each one of the messages will find every secret code in the game. You can also peruse the text and learn every possible ending in Story mode.

## SECRET ATTACKS

Defeat all the fighters in Story mode to learn secret moves and other codes not found in the manual. These secret moves are devastating against hapless opponents. If you need additional assistance for defeating your foes, there's a quick description of each fighter and his or her best attacks on the next page.

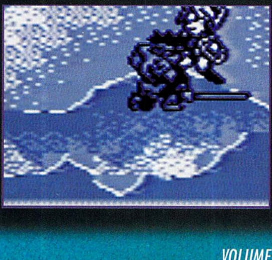


BATTLE ARENA
TOSHINDEN
BATTLE ARENA TOSHINDEN ™
PUSH START

©TAKARA CO.,LTD.1996
PUBLISHED BY LAGUNA GmbH
LICENSED BY NINTENDO

# SCORCHER

Play with fire and sweat it out in Scorcher mode. You can test all the moves you'll learn on the next page. To activate Scorcher mode, press Select three times on the TAKARA screen, then tap Up, Up, Select, A, Down, Down, Select, B on the Title screen. If you enter the code correctly, the title screen will change color.



# FIGHTERS

## KAYIN AMOH

Also known as Storm, Kayin Amoh is a Scottish Highlander who learned his sword skills from Eiji Shinjo's martial arts mentor. He has entered the tournament to seek fame and fortune with the hopes that he can build a better life for his tiny daughter.

**Hell's Gate**
↓ ↘ → ↘ → AB

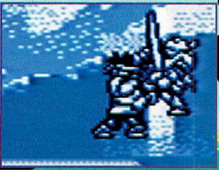
## RUNGO IRON

While not particularly bright, Rungo has the strength of twelve of his fellow miners. He has entered the tournament to protect his secret mine and rescue his family. Rungo's strength and tough hide make him an ideal choice for beginning players and button mashers.

**Hyper Batter-Up**
← ↓ ↙ AB

## EIJI SHINJO

Eiji Shinjo is one of the heavily favored warriors in the tournament. A seasoned adventurer, Eiji is an expert swordsman and is exceptionally deadly in close combat. He has entered the tournament in search of information regarding the whereabouts of his lost brother.



**Jigokumon**
↓ ↘ → ↘ → AB

## SOFIA

A former Russian secret agent toting a wicked whip, Sofia possesses the knowledge and skills to bring the toughest tournament fighters to their knees. Her blinding speed, agility and projectile attacks make her an excellent selection for inexperienced players.

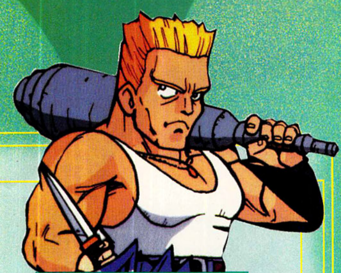
**Thunder Ring "air"**
→ ↓ ↘ B

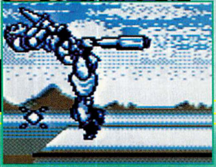
**Jewelry Shower**
← ↙ ↓ ↘ → A

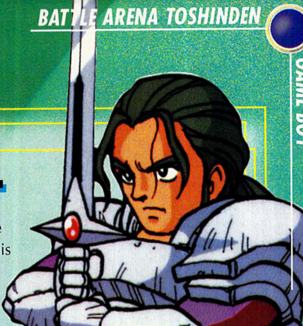
**Thunder Ring "jump"**
↙ ← B

## ELLIS

Ellis is a Hungarian gypsy searching for her family. Although barely an adolescent, Ellis combines her dancing and fighting skills to run circles around the older contestants. Recently she heard a rumor that her father, a renowned warrior, is in the tournament.

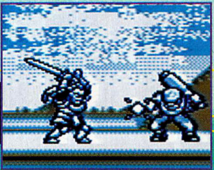




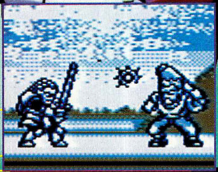


## DUKE B. RAMBART

Duke entered the tournament with the sole purpose of finding and defeating his rival, Eiji Shinjo. Long ago Eiji fought Duke and smashed Duke's sword during the exchange. Duke is back and obsessed with one goal: to fight Eiji and extract his vengeance, slice by slice.



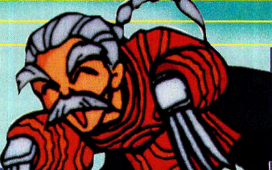
**Roses Coffin**
↓ ↘ → B

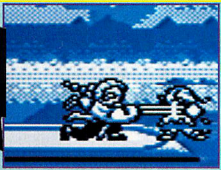


**Grand Cross**
↓ ↘ → ↘ → AB

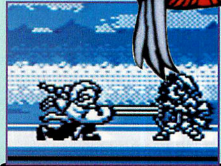
## FO FAI

Fo Fai is a legendary warrior trapped inside an old man's body. Age can't slow this mystical master of mayhem, and his ninety years of experience make him a deadly force in the ring. The secret moves listed below can be linked together to form a long, lethal combo.

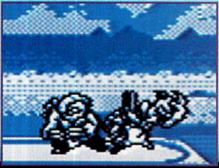




**Chi Fo "while hitting"**
→ ↓ ↘ B



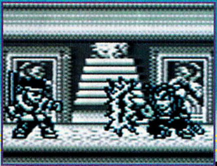
**Ten Fo "while hitting"**
→ ↓ ↘ AB



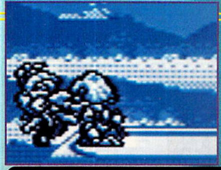
**Ren Fo Chi Fo**
→ ↓ ↘ A

## MONDO

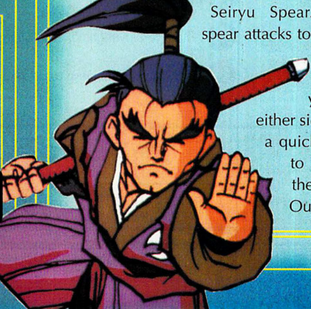
Mondo is a weapons master and the proud custodian of the legendary Seiryu Spear. Use Mondo's spear attacks to keep your opponents at bay. If you can corner your foes on either side of the ring, use a quick series of thrusts to knock them over the edge for a Ring Out.

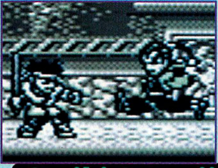


**Raijin Shoheki**
← ↙ ↓ ↘ → A



**Pretty Dance**
← ↙ ↓ ↘ → B





**Goriki Senpujin**
↓ ↙ ← ↙ ← AB

# Nintendo® NOW PLAYING

Your Power Guide To The Latest Releases

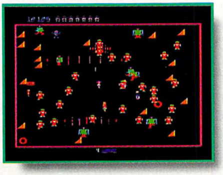
NOVEMBER 1996

## ARCADE'S GREATEST HITS

Super NES

**Company** ............Midway Home Entertainment
**Release Date** .......November 1996
**Memory Size** .......4 Megabits

### A new name on some classic games.



Midway Home Entertainment, formerly Williams Entertainment, has collected some of the all-time favorite arcade games and slapped them into a Super NES game that promises to become a classic itself. The five games in Arcade's Greatest Hits are: Defender, Defender II, Joust, Robotron, and Sinistar. The games look, sound and play like the originals, but the development team at Digital Eclipse added some non-arcade options. On each of the games, you can set your bonus point levels, number of lives, and difficulty level. With action like this, who cares about video realistic graphics. Check out the review in this issue of Power.

+ Great game play. Great value. (SMRP $40)

− Doesn't save top scores.

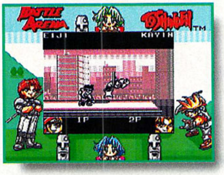
## BATTLE ARENA: TOSHINDEN

Game Boy

**Company** ............Nintendo
**Release Date** .......November 1996
**Memory Size** .......4 Megabits

### A fighting classic goes on the road and home to Super Game Boy.

The original Toshinden featured 3-D graphics and lots of button-mashing. The Super Game Boy version may not have a ton of polygons, but it does have the hard-hitting action.



Players have a choice of eight fighters, each with special moves. In the tournament mode, you play through all eight fighters, then you challenge the bosses. Like the original game, this Toshinden doesn't require the strategy of a KI or MK. What it requires is quickness and stamina. Finger exercises and all the moves are covered in this month's review.

+ Fun two-player game. Good Super Game Boy enhancements.

− Not much challenge in tournament mode. Laughable screen text.

**ICON KEY**

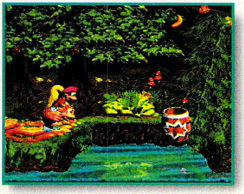
- 1-PLAYER MODE
- MULTI-PLAYER ALTERNATING
- MULTI-PLAYER SIMULTANEOUS
- PASS-WORD
- BATTERY-BACKED MEMORY
- GAME LINK
- SUPER GAME BOY ENHANCED
- SUPER FX CHIP

## DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE

**Company** ............Nintendo
**Release Date** .......November 1996
**Memory Size** .......32 Megabits

### The Donkey Kong dynasty continues.

What can we say? DKC 3 looks and plays better than 32-bit games, with one hundred times the memory. In the third installment of our on-going simian saga, Dixie is joined by young Kiddie Kong for mayhem and Kremling krunching. Dixie's cool abilities, such as her patented ponytail spin, make her the most versatile Kong ever. Kiddie adds a powerful throwing arm and a big bottom, which is useful for smashing through things. Players can take on the game in three modes: one-player, two-player cooperative, or two-player competitive. This month, Nintendo Power begins strategic coverage of the biggest Super NES game ever.



⊕ Stunning graphics. More variety than the first two DKC games. 48 regular stages, seven secret stages and dozens of bonus areas. Three game save files.

⊖ No Donkey or Diddy.

## KIRBY'S PINBALL LAND

**Company** ............Nintendo
**Rerelease Date** ...November 1996
**Memory Size** .......2 Megabits

### What sort of pinball is pink and full of hot air? Kirby's Pinball, of course.

Kirby hasn't always been a blowhard. Sometimes the pink hero finds himself in other types of games. Kirby's Pinball Land, which first appeared in November of 1993, is reappearing this month as part of Nintendo's Player's Choice series, is one of the most interesting Kirby variations. The three boards include creative pinball tasks, such as spelling out words to gain bonuses or hitting selected sets of bumpers. Familiar Kirby characters are here, as well. For the MSRP of $19.95, you can't beat the fun.

⊕ Lots of action and variety. Battery.

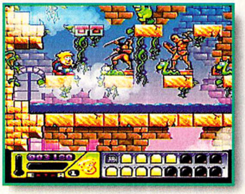
⊖ No Super Game Boy enhancements.

## MAGIC BOY

**Company** ............JVC
**Release Date** .......November 1996
**Memory Size** .......4 Megabits

### Magic comes in small packages.

Several years ago, JVC submitted Magic Boy for bug-testing at Nintendo. It passed with flying colors, as all games must before they are released, but the game never appeared in stores. JVC is finally bringing out this little platform game in time for the holidays. Magic Boy puts you in charge of an apprentice wizard with the ability to capture critters. Each stage has a number of critters, traps and switch blocks. There's an action puzzle feel to the game that younger players may find more interesting and accessible than older gamers who want more of a challenge.



⊕ Nice graphics. Good play for a younger audience.

⊖ Not much challenge.

## MAUI MALLARD IN COLD SHADOW

**Company** ............Nintendo
**Release Date** .......November 1996
**Memory Size** .......24 Megabits

### Disney and Nintendo present fowl play in the south seas.

Donald Duck takes on a new role as Maui Mallard, a web-footed gumshoe hot on the trail of a missing mojo idol. With his Hawaiian print shirt and bug gun loaded, Maui sets off through haunted mansions, a volcano and a sunken ship, to save the island from certain disaster. The game includes seven stages of platform action, much of it quite challenging. Your main goal is to collect a certain percentage of luau loot so that you can reach the bonus area and earn a password. In addition to his guise as an island P.I., Maui also takes on the role of a ninja. As a ninja, he brandishes a ninja staff, which he uses to bean baddies and climb up cliffs. Check out all of Maui's moves in this month's Power review.

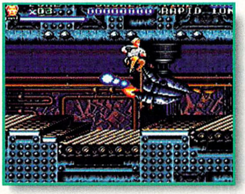
⊕ Great graphics. Lots of challenge.

⊖ Passwords available only if you pass the bonus stage.

## SUPER STAR WARS

**Company** .............**Nintendo**
**Rerelease Date** ...**November 1996**
**Memory Size**....... **8 Megabites**

### Return to a galaxy, far, far away.



The original Super NES Star Wars adventure, which was released in Nov. 1992, features platform and shooting action, terrific graphics and sound and a world that everyone knows and loves. Nintendo is bringing back this title as part of its Player's Choice series this fall, which means that you can pick up the game for a suggested manufacturer's retail price of $34.95. That's not too bad for a game that takes you from driving a speeder in the desert of Tatooine all the way to flying an X-Wing down the trench of the Death Star. In between, a young Luke Skywalker, a daring Han Solo and a hairy Chewbacca attack a Jawa droid crawler, run amok in the cantina in Mos Eisley, battle to reach the Millenium Falcon and begin the rebel attack on the Death Star. It's great fun, but it's a very challenging play, as well.

⊕ Excellent graphics, variety of play, sound.

⊖ No passwords. (See the October Classified Information for a stage select code.)

## SIMCITY 2000

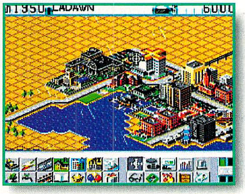
SAVE

**Company** .............**Black Pearl**
**Release Date** .......**November 1996**
**Memory Size**.......**16 Megabits**

### Build a 21st Century metropolis.

The sprawling sequel to SimCity from Maxis now comes to the Super NES thanks to Black Pearl. SimCity fans will find more of everything, including giant arcologies, subway systems, monstrous invaders and 3-D terrain. As mayor of a potential metropolis, you'll have to balance your budget, take care of problems such as pollution and crime, plus encourage new citizens to move to your growing city. You'll build industry, commercial districts and neighborhoods, and all the supporting infrastructure that you would find in a real city, including hospitals, schools, and roads. SimCity has never been about graphics or fast action, so the limited zoom feature and awkward controls shouldn't make much of a difference. If you love making things work or grow, this game is for you. This month's Epic Center will get you started on the road to urban success.

SIMCITY
2000



⊕ A complex and realistic simulation. Lots of stuff to build.

⊖ No Super NES Mouse option. No free terrain editing. Poor English translation.

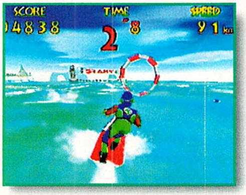
## WAVE RACE 64

SAVE

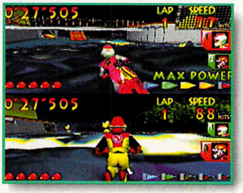
**Company** .............**Nintendo**
**Release Date** .......**November 1996**
**Memory Size**.......**64 Megabits**

### The raves are just beginning to roll in for Wave Race for the Nintendo 64.

Wave Race 64 may be the best racing video game to date. That's saying a lot if you consider how many car racing games there have been. It's saying even more if you consider how difficult it is to create realistic water and waves in a video game. Wave Race does all that, combining great racing (and stunts) with an amazing sense of being on the water. One or two players can challenge each other or more than 20 stages in the racing modes and use one of



ICON KEY
1-PLAYER MODE
MULTI-PLAYER ALTERNATING
MULTI-PLAYER SIMULTANEOUS
PASS WORD — PASS-WORD
SAVE — BATTERY-BACKED MEMORY
GAME LINK
SUPER GAME BOY ENHANCED
FX SUPER — SUPER FX CHIP



four Kawasaki JET SKI watercrafts and riders, but that's just the beginning. You can race the clock in the Time Trial mode or hotdog in the Stunt mode. No matter what mode you play, the graphics will knock you out and the super fast action will keep you sweating. Wave Race 64 also supports the use of Controller Paks. Players can save their best times and custom settings and take it on the road to a friend's N64. Only the Nintendo 64 can bring you this sort of realism and only Nintendo Power has all the strategies to win you a championship. This month's review will be followed by a strategy special in December. It's going to make a huge splash.

- ➕ Stunning graphics. Staggeringly realistic feel and control.
- ➖ The voice-over gets monotonous quickly.

## WHIZZ

Super NES

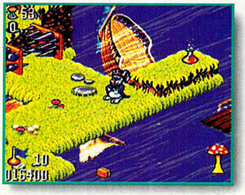
SAVE

**Company** ............Titus
**Release Date** .......November 1996
**Memory Size** .......8 Megabits

### Time is running out for this rabbit.

Whizz combines fast action, puzzles and enemies in a three-quarter view romp that will challenge everyone. Once again, Titus has come up with an interesting but obscure game. Check out this month's review for more details.

- ➕ Lots of action and challenge.
- ➖ Play control is awkward.



|  | TITLE | POWER METER RATINGS G | P | C | T | EDITOR PICKS | IDSA RATING | GAME TYPE |
|---|---|---|---|---|---|---|---|---|
| 🟣 | ARCADE'S GREATEST HITS | 1.5 | 3.5 | 3.3 | 2.5 | ✫✳✫ | K-A | ARCADE |
| 🟣 | BATTLE ARENA: TOSHINDEN | 4.0 | 3.7 | 3.3 | 3.3 |  | K-A | FIGHTING |
| 🟢 | DONKEY KONG COUNTRY 3 | 4.5 | 4.2 | 4.2 | 3.5 | ✪★✬✳☆ | K-A | ACTION |
| 🟢 | KIRBY'S PINBALL LAND | 3.4 | 3.8 | 3.6 | 3.8 | ✫✳ | K-A | PINBALL |
| 🟣 | MAGIC BOY | 3.4 | 3.0 | 3.2 | 2.9 |  | K-A | ACTION |
| 🟢 | MAUI MALLARD | 4.8 | 3.8 | 4.0 | 3.5 | ✳✬ | K-A | ACTION |
| 🟢 | SIMCITY 2000 | 3.1 | 2.5 | 3.9 | 3.9 | ✬✳✪☆ | K-A | SIMULATION |
| 🟢 | SUPER STAR WARS | 4.4 | 3.7 | 4.0 | 4.3 | ✪ | N-A | ACTION |
| 🔵 | WAVE RACE 64 KAWASAKI JET SKI | 3.8 | 4.2 | 3.9 | 3.8 | ✪★✫✬✳☆ | K-A | RACING |
| 🟢 | WHIZZ | 3.3 | 3.3 | 3.8 | 3.5 |  | K-A | ACTION |

**POWER METER** The Power Meter ratings are derived from evaluations on a five point scale with five being the highest score possible for a category. The categories are: G=Graphics & Sound, P=Play Control, C=Challenge, T=Theme & Fun

**SYSTEM KEY**

🔵 ---N64
🟢 ---SUPER NES
🟣 ---GAME BOY

**PRO PLAYERS** If you like the same types of games as our pro players, then check for his or her seal of approval on the chart.

✪ **Scott**
Sports, Simulations, Adventures
★ **Leslie**
RPGs, Puzzles, Adventures
✫ **Paul**
Fighting, Sports, Simulations
✬ **Henry**
Fighting, Action, Sports
✳ **Dan**
Action, Adventures, Puzzles
☆ **Terry**
RPGs, Simulations, Sports

**IDSA Ratings**

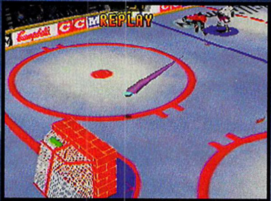
These Independant Digital Software Assoc. ratings reflect appropriate ages for players. The categories include: EC=Early Childhood, K-A=Kids to Adults, T=Teen (13+), M=Mature (17+), A=Adult (18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

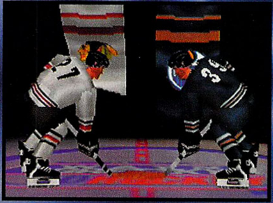
# PAK WATCH

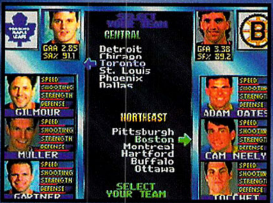
## THE *INSIDE* SOURCE ON FUTURE GAMES

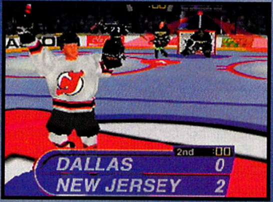
## WAYNE GRETZKY'S 3D HOCKEY

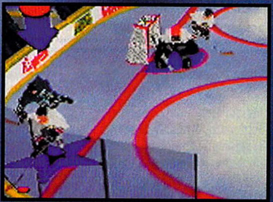
The best action on the ice this year comes from Midway Home Entertainment and Wayne Gretzky's 3D Hockey, officially known as The NHLPA & NHL Present Wayne Gretzky's 3D Hockey. The first hockey game for the N64 sets a new standard for reality in video hockey games and a new record in name length. The development team started with the premise of making this a fun, arcade style game with flaming nets, fighting and high scores. When they succeeded at that, they decided to throw in a realistic simulation mode, as well. The real winner turns out to be the player, or players. Up to four fans can plug in a controller (at any time during the match) and join in the furious action. The game contains the NHL and NHLPA license (as the name suggests) and the players even have recognizable jerseys and faces. Wayne Gretzky's 3D Hockey is a true 3-D sports game made specifically for the N64. What that means is that you get to move the camera around for the best viewing perspective. In Gretzky, the camera can be positioned from the side, at either end, at a distance, close up, or overhead. Of course, the best part is the action on the ice. It's fast, play control is sharp and the graphics are great. You have full control of your line, the ability to switch between players, defensive options that include tripping and stealing the puck, and excellent passing and shooting. The animation is varied and intelligent so that the on-ice action looks like the real thing. Whether you're a hockey fan or not, the fast, multi-player action is just great fun. We expect to see Gretzky's 3D Hockey in stores by the holidays.

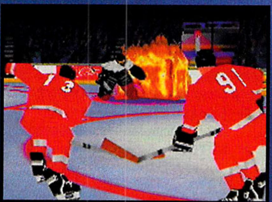





SELECT YOUR TEAM
CENTRAL
Detroit
Chicago
Toronto
St. Louis
Phoenix
Dallas
GAA 2.85
SA% 91.1
GAA 3.38
SA% 89.2
SPEED
SHOOTING
STRENGTH
DEFENSE
GILMOUR
MULLER
GARTNER
ADAM OATES
CAM NEELY
TOCCHET
NORTHEAST
Pittsburgh
Boston
Montreal
Hartford
Buffalo
Ottawa
SELECT YOUR TEAM

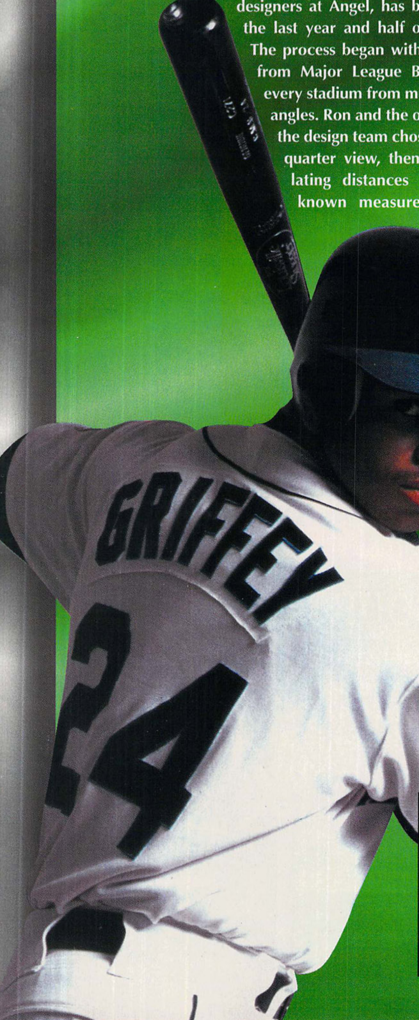

2nd
DALLAS 0
NEW JERSEY 2

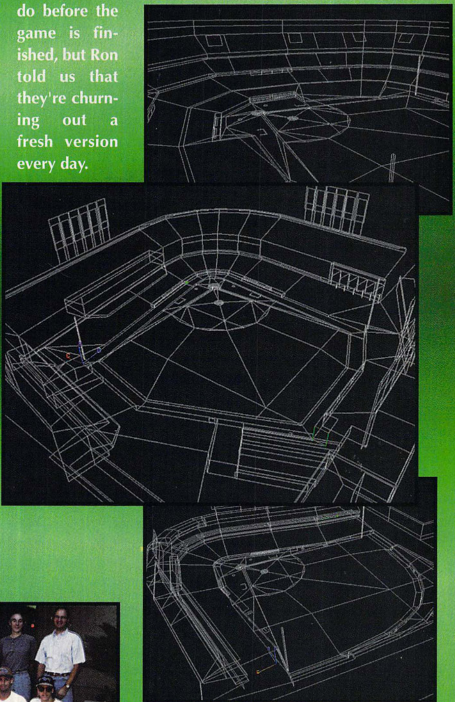




# GRIFFEY GETS FRAMED

The development of Major League Baseball Featuring Ken Griffey Jr. for the Nintendo 64 is in full swing at Angel Studios in San Diego. These wireframe models of the stadiums in the game demonstrate how detailed you can make a game environment with the N64. The game action will literally take place inside models of a real Major League stadiums. When you see the players down on the field, they're really there, and the ball really flies out of the park when someone hits a home run. Ron Suvurkrup, one of the stadium designers at Angel, has been working for the last year and half on these models. The process began with a photo library from Major League Baseball showing every stadium from multiple views and angles. Ron and the other members of the design team chose the best three-quarter view, then began extrapolating distances and sizes from known measurements such as the distance between home plate and first base. (Yes, trigonometry really does pay off in the real world.) Once they knew the dimensions, the team members could make 3-D objects that would become different structures of the stadium such as fences, posts and roofs. Using Angel's proprietary 3-D program known as NODE2, Ron and his colleagues have recently spent much of their time optimizing the geometry of the game. What that means is that they are creating instructions so that the N64 will draw only what you will see at any given moment. That efficiency is necessary in order to keep the 30 frame per second speed humming along, and that frame rate is what will make the player animation so realistic. Other realistic elements of the game will include three modes of lighting including night lights that actually shine down from the banks of stadium lights. All 30 Major League ballparks will be included in the game and each one will look virtually identical to the real thing. Even the surrounding cityscapes are being created so that the skyline from the ballpark looks real. There's still a lot to do before the game is finished, but Ron told us that they're churning out a fresh version every day.

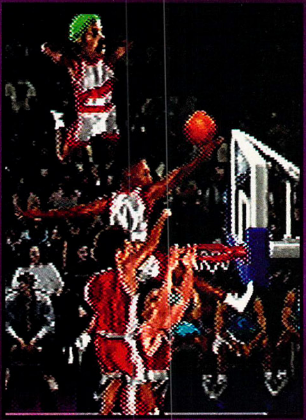


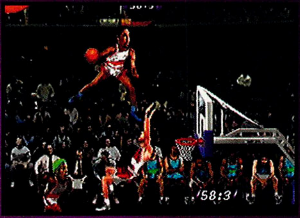


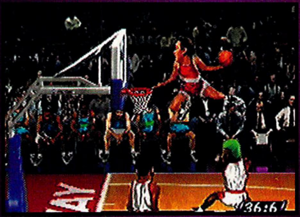
Ron Suvurkrup and the stadium team at Angel Studios.

# NBA HANGTIME

The N64 developers at Midway Home Entertainment have been losing sleep these last few months, trying to finish their extensive lineup of N64 titles. One of the most anticipated games is NBA Hangtime, based on the recent arcade hit of the same name. In September, your Pak Watch editors got a chance to look at the then still rough Hangtime. (By the time you read this, the game will be much closer to completion and we expect to see it released in December.) The game we played included just four special playable characters and a few special moves, but even so, the graphics were excellent. For instance, the reflections of players moving on the court were virtually perfect. In fact, the game looked better on our office television than on an arcade monitor. Such is the power of the N64. Games don't have to include vast 3-D worlds to make use of the N64's incredible graphics. It's becoming very clear that it will be an awesome platform for arcade translations as well as original action and adventure games.





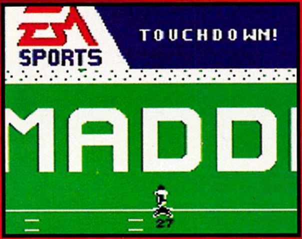


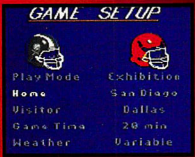
# MADDEN '97

It's really amazing what you can pack into 4 Megabits. In the case of Black Pearl's Madden 97, TierTex packed in all the essentials of the EA Sports original with the exception of NFL licenses. Madden fans will find the same basic game plan that they love on the Super NES—easy navigation of menus, realistic offensive and defensive schemes, good play control and plenty of play options including exhibition, season, play-offs and sudden death. Throughout the game, you can check on stats, substitute players, and even preset two audibles that can be called at the line. What Madden-meisters won't find is a two-player option, so this game really isn't an alternative to the Super NES version. This is a road game, designed for the small screen and poorly lit waiting rooms. It looks good, in spite of the small characters, on the Game Boy screen and it actually sounds better on the Game Boy than in Super Game Boy enhanced mode. Black Pearl should release it's brand of Madden madness sometime this month. For fans, it's the Madden that you can take to the game.

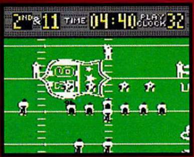
## NEWS SOURCE Extra

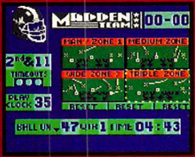
**Publisher — Black Pearl**
**Developer — TierTex**
**Memory Size — 4 Megabits**
**Licenses — John Madden (No NFL or NFLPA)**





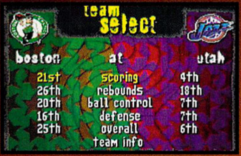
Play Mode Exhibition
Home San Diego
Visitor Dallas
Game Time 20 min
Weather Variable



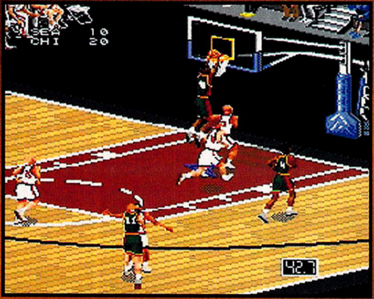


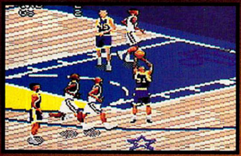
# NBA LIVE '97

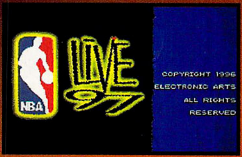
If this is fall, it must mean that EA Sports is about to release the next NBA Live edition for the Super NES. In fact, that's exactly what is about to happen. EA Sports continues to update its signature series of sports titles with NBA Live '97. NUFX did the development on this 16 megabit title, adding a new front end, updated stats and some fun features like the 2-on-2 and 3-on-3 half court modes. As on last year's NBA Live '96, players can trade and edit players or use real NBA stars. You can even create all new players. The Live '90s series remains one of the best basketball simulations around. It provides all the modes and options you could want in an easy-to-learn interface. Although the animation seems a bit stiff, the action is quick and you have excellent control of the players and plays. The game is at least as good as previous editions, and with the addition of the half court games, it's even more varied. The half court action has more of an arcade feel, like NBA Jam or NBA Hangtime. If you're looking for a hoops game that's more realistic than the flaming arcade variety, this is the one.


team select

| boston | at | utah |
|---|---|---|
| 21st | scoring | 4th |
| 26th | rebounds | 18th |
| 20th | ball control | 7th |
| 16th | defense | 7th |
| 25th | overall | 6th |
| | team info | |





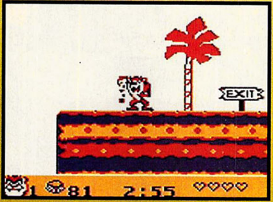


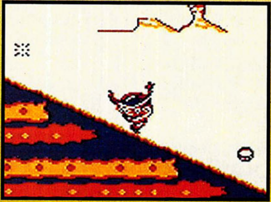
# TAZ-MANIA 2

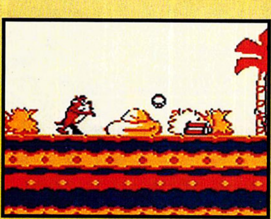
Speaking of fast, furious action, Taz—Warner Bros.' Tasmanian devil of cartoon fame—whirls back into our lives via Black Pearl and Game Boy. Taz-Mania 2 is a straight platform game from Beam Software, which is fitting since Beam is located in Australia. You'd figure that they'd know a thing or two about marsupials. In the case of Taz, they knew that our wild hero has an insatiable appetite and that he's being chased by a couple of crocs. Taz's spin attack is limited by a power meter, but you can replenish the meter as well as Taz's hearts. The map layouts include ups and downs and plenty of jumps. There are even a few puzzling areas that may keep you busy for awhile. Oh, and don't let Taz eat the dynamite. He'll get gas like a refinery. Younger fans, particularly, will get into this game when it is released in November or December.

## NEWS SOURCE Extra

**Publisher — Black Pearl**
**Developer — Beam Software**
**Memory Size — 1 Megabit**
**Players — 2 players alternating**







# I.N.S.I.D.E.R. U.P.D.A.T.E

## N64 TAKES OFF

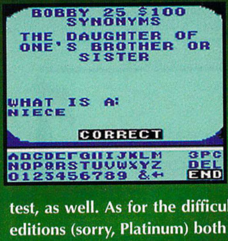
The Nintendo 64 officially launched in North America on September 29th and sold out in three days. Demand for the system was so great in many locations that stores sold their entire stock within minutes of placing the N64 on sale. One store reported selling 98 units in half an hour. Talk about busy. Nintendo shipped 350,000 units from its huge North Bend, Washington warehouse and other distribution points on September 25th to meet the September 29th release. One shipment was aboard the maiden flight of UPS's newest cargo jet, a Boeing 757. As you can see in the photo, a special guest helped load the plane and, later, was politely escorted off the flight deck when he suggested that it was impossible to take off without first donning a Wing Cap.

## MORE N64 NEWS

Here's the latest on new N64 titles. Virgin Interactive plans an N64 version of Command & Conquer and GT Interactive plans to convert Quake and Hexen. Ubi Soft has an action adventure game currently entitled HED, but that name is likely to change. Crazy Cars from Titus has also been announced as a likely N64 title for 1997. Interplay is planning to make a golf game and a baseball game. Finally, Namco is working on an N64 sequel to the Tales of Phantasia RPG along with a baseball game.

## JEOPARDY! RETURNS

The popular television game show is back from GameTek in two new versions for Game Boy. The Jeopardy! Teen Tournament version has categories and questions intended for teenagers while the Jeopardy! Platinum Edition, apparently, is being targeted at the platypus—an egg-laying monotreme from Australia... Sorry, all the facts in this game start haunting you after a few sessions. If you fancy yourself an egghead, though, you have sixty seconds to spell out the right questions and win big video cash. Two cerebellums can clash simultaneously to make it a real contest, as well. As for the difficulty of the Teen and Platypus editions (sorry, Platinum) both are pretty challenging. Hey, if you don't have fun with it, at least you'll learn something.



BOBBY 25 $100
SYNONYMS
THE DAUGHTER OF
ONE'S BROTHER OR
SISTER

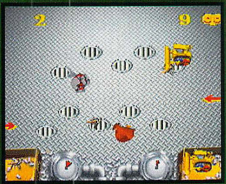
WHAT IS A:
NIECE

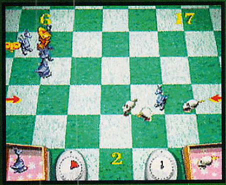
CORRECT

ABCDEFGHIJKLM SPC
NOPQRSTUVWXYZ DEL
0123456789 &← END

## GEARHEADS

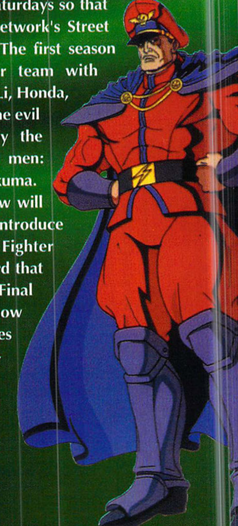
Philips Media, a new Super NES publisher, transformed its oddball toy-fight game, Gearheads, into a Super NES game the likes of which you've never seen. A lot of creativity went into the design of Gearheads. The idea is that you are having a battle of toys. You have certain types of toys in your toy box and your opponent has his or her (or its, if you're playing the computer) own toy box. Then comes the fun part. You launch your toys across a battlefield while your opponent launches a counterattack. If any of your toys make it across the far line, you score a point. The trick is to block the other player's toys with just the right toy from your box. It's weird and it's not very intuitive, but Gearheads has a certain manic charm. Once you learn what each toy does best, you'll have some incredible battles.





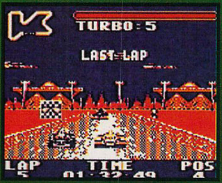
## STREET FIGHTER RETURNS

The Street Fighter license is enjoying a rebirth this fall. Street Fighter Alpha 2 from Nintendo is just the beginning. Fans of the world warriors will have to set aside half an hour at 11:00 AM on Saturdays so that they can tune into the USA Network's Street Fighter: The Animated Series. The first season introduced the Street Fighter team with Colonel Guile, Ken, Ryu, Chun Li, Honda, Balrog and Cammy, as well as the evil Shadowloo empire headed by the sadistic M. Bison and his hit men: Sagat, Vega, Zangief, and Akuma. The second season for the show will include 13 new episodes and introduce characters from the Street Fighter Alpha 2 game. We've also heard that one episode will focus on Final Fight. The producers of the show promise that this year's episodes will be darker, fiercer and closer to the spirit of the games featuring signature moves and super moves from Street Fighter 2 and Street Fighter Alpha 2.



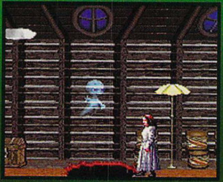
## STREET RACER

Ubi Soft returns to the well for this Game Boy racer, reprising its Super NES game from 1994. Street Racer steers clear of the traditional racing genre by putting nutty characters in the driver's seat and giving the game a combat element. As you whip around the tracks in head-to-head competition or tournament mode, you can punch and crunch your opponents. Ambitious racers can also try out the Rumble and Soccer modes, but the truth is that these modes are difficult to play and convey almost no sense of motion. If you want fun rather than frustration, stick to the racing. Street Racer should be out by November.



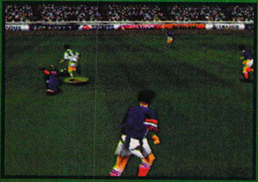
## CASPER

The friendliest ghost in Hollywood will begin his happy haunting of American televisions this fall when Natsume's Casper for the Super NES is released. If this seems a little behind the times, it is. Casper was developed by Absolute over a year ago, but it was never released. The game follows Casper and his friend as they work their way through a haunted mansion, collecting items, defeating spooks and avoiding all sorts of supernatural phenomena. The fun part is that Casper can transform himself into the different objects that he collects. He can become a pillow, a key, a bug net, a jug, or any of a dozen other items. As an item, Casper can open doors, save his companion, or defeat unfriendly ghosts. If you played a Boy and His Blob for the NES (also an Absolute game) you'll have a sense of what the play is like. Good graphics and a big map will translate into a good time for Casper fans this December when the game materializes in a store near you.



## FIFA 64

By the time you read this article, the development team of FIFA 64 at Electronic Arts Canada will have completed the Japanese version of the game and will be hard at work putting the final details into the North American version. This screen shot is from the Japanese game, which differs mainly in the language, so the graphics will be what we get here. With quality like this, it's pretty clear that N64 sports games are going to be a major attraction.



# RELEASE FORECAST

### N64

| | |
|---|---|
| BLAST CORPS | FALL '96 |
| CRUIS'N USA | FALL '96 |
| FIFA SOCCER 64 | WINTER '97 |
| KILLER INSTINCT GOLD | FALL '96 |
| MLB FEATURING KEN GRIFFEY JR. | SPRING '97 |
| MORTAL KOMBAT TRILOGY | FALL '96 |
| NBA HANGTIME | FALL '96 |
| STAR FOX 64 | SPRING '97 |
| STAR WARS: SHADOWS OF THE EMPIRE | FALL '96 |
| SUPER MARIO KART R | WINTER '97 |
| TETRISPHERE | FALL '96 |
| TUROK: DINOSAUR HUNTER | WINTER '97 |
| WAVE RACE 64 | FALL '96 |
| WAYNE GRETZKY'S 3D HOCKEY | FALL '96 |

### Super NES

| | |
|---|---|
| CASPER | FALL '96 |
| COLLEGE FOOTBALL USA '97 | FALL '96 |
| DONKEY KONG COUNTRY 3 | FALL '96 |
| GEARHEADS | FALL '96 |
| INCANTATION | FALL '96 |
| MADDEN NFL '97 | FALL '96 |
| NBA HANGTIME | FALL '96 |
| NHL '97 | FALL '96 |
| ULTIMATE MORTAL KOMBAT 3 | FALL '96 |

### Game BOY

| | |
|---|---|
| BATTLE ARENA: TOSHINDEN | FALL '96 |
| FIFA SOCCER '97 | FALL '96 |
| JEOPARDY! PLATINUM EDITION | FALL '96 |
| JEOPARDY! TEEN TOURNAMENT | FALL '96 |
| MADDEN '97 | FALL '96 |
| MOLE MANIA | WINTER '97 |
| SPEED RACER | FALL '97 |
| TAZ-MANIA 2 | FALL '97 |

# PLAYER'S POLL CONTEST

# HANG

i love this stuff!
NBA HANG TIME
MIDWAY
HANG TIME
AUGMON
BLAYLOCK
0 1ST 0
2:46
PIPPEN
TEAM ZONE
TEAM ZONE
NBA HANG TIME
MIDWAY SPORTS EXCLUSIVE
NBA WESTERN CONFERENCE
NBA

NO MORE LINES!
NO MORE QUARTERS!
SO HOT, IT'S ON FIRE!

# AT HOME!

## GRAND PRIZE

## WIN YOUR OWN NBA HANGTIME™ ARCADE GAME!

Create your own player and play through a season—without going broke!

NBA HANG TIME
NBA HANG TIME
BASED ON HIT! THE ARCADE
NINTENDO 64
MIDWAY

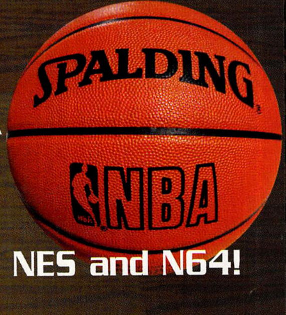
Plus NBA Hangtime for both Super NES and N64, from ***MIDWAY!***

## 2ND PRIZE

**5 winners**

Official NBA Game Balls

Full Grain Leather



*And* NBA Hangtime Game Paks for Super NES and N64!

## 3RD PRIZE

**50 winners**

Nintendo Power T-shirts

Crash the boards in a Power T!

## OFFICIAL CONTEST RULES

No purchase necessary. To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 90, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 90
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than December 1, 1996. We are not responsible for lost or misdirected mail. On or about December 15, 1996, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after December 31, 1996. GRAND PRIZE: The Grand Prize Winner will receive an NBA Hangtime arcade game and NBA Hangtime Game Paks for both the Super NES and the N64. Estimated total value of all prizes is $5,000. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

©1996 Midway Home Entertainment Inc. All Rights Reserved. Coin-operated video game ©1996 Midway Games Inc. All Rights Reserved. Midway is a trademark of Midway Games Inc. Used under license. The NBA and individual NBA team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective teams and may not be used, in whole or in part, without prior written consent of NBA Properties, Inc. ©1996 NBA Properties, Inc. All Rights Reserved.

# Coming Next Issue.....

Volume 91, December 1996

# KI Gold

***Are Killer Instinct Gold and the N64 the ultimate combo? Don't trust your instincts—get the exclusive tips on combos, combo breakers and other fighting strategies straight from KI's designers.***

## N64

### SHADOWS OF THE EMPIRE

Are you prepared for the danger and intrigue lurking in Shadows of the Empire for the N64? The Rebel reconnaissance reports in next month's issue are your blueprints for survival.

### *WAYNE GRETZKY'S 3D HOCKEY*

NEW YORK 1
CALGARY 1

Get ready for the Great One! Next month we'll hit the ice with Wayne Gretzky's 3D Hockey, the premiere sports game for the N64.

## SUPER NES

### NBA HANGTIME

Looking for nothing but net this holiday season? Check out our review of the arcade hoops hit, NBA Hangtime for the Super NES. It's on fire!

### DKC 3 Part 2

It's a double dose of simian strategies! We'll continue our in-depth review of Donkey Kong Country 3: Dixie Kong's Double Trouble next month.

**Super NES**

1. Addams Family Values
2. The Adventures of Batman & Robin
3. Aerobiz Supersonic
4. AAAHH!!!! Real Monsters
5. Animaniacs
6. Arcade's Greatest Hits
7. Ardy Lightfoot
8. Bass Master II
9. Bass Masters Classic
10. Bass Masters Classic Pro Edition
11. Bassin's Black Bass with Hank Parker
12. Batman Forever
13. Boogerman
14. The Brainies
15. Breath of Fire II
16. Brunswick's World Tournament of Champions
17. Bust A Move
18. Castlevania Dracula X
19. Casper
20. Chrono Trigger
21. Civilization
22. College Football USA 97
23. College Slam
24. Cutthroat Island
25. Demolition Man
26. Demon's Crest
27. Dirt Trax FX
28. Disney's Aladdin
29. Disney's Pinocchio
30. Donkey Kong Country
31. Donkey Kong Country 2
32. Donkey Kong Country 3
33. Doom
34. Dragon View
35. EarthBound
36. Earthworm Jim
37. Earthworm Jim 2
38. Emmitt Smith Football
39. FIFA International Soccer 96
40. FIFA International Soccer 97
41. Final Fantasy II
42. Final Fantasy III
43. Final Fight 3
44. Frank Thomas Big Hurt Baseball
45. Frantic Flea
46. Gearheads
47. Illusion of Gaia
48. Incantation
49. Indiana Jones' Greatest Adventures
50. Judge Dredd
51. Jungle Strike
52. Jurassic Park 2
53. Ken Griffey Jr. Presents: MLB
54. Ken Griffey Jr.'s Winning Run
55. Killer Instinct
56. King Arthur & the Knights of Justice
57. Kirby's Dream Course
58. Kirby Super Star
59. The Legend of Zelda: A Link to the Past
60. Lemmings 2
61. Lobo
62. Looney Tunes B-ball
63. The Lost Vikings
64. The Lost Vikings II
65. Lufia II
66. Madden NFL '96
67. Madden NFL 97
68. Mario Paint
69. Marvel Super Heroes in War of the Gems
70. The Mask
71. Maui Mallard in Cold Shadow
72. Mechwarrior 3050
73. Mega Man X
74. Mega Man X2
75. Mega Man X3
76. Mega Man 7
77. Might & Magic III: Isles of Terra
78. Mighty Morphin Power Rangers: The Movie
79. Mohawk & Headphone Jack
80. Mortal Kombat II
81. Mortal Kombat 3
82. Mr. Do!
83. Ms. Pac-Man
84. Mutant Chronicles: Doom Troopers
85. NBA Give n' Go
86. NBA Hang Time
87. NBA Jam
88. NBA Jam Tournament Edition
89. NBA Live 96
90. NBA Live 97
91. NFL Quarterback Club 96
92. NHL 96
93. NHL 97
94. Ninja Gaidan Trilogy
95. Ogre Battle
96. Olympic Summer Games
97. Oscar
98. PGA European Tour
99. Power Piggs of the Dark Age
100. Power Rangers Zeo: Battle Racers
101. Prehistorik Man
102. Primal Rage
103. Prince of Persia 2
104. P.T.O. II
105. Realm
106. Revolution X
107. Road Rash
108. RoboTrek
109. Romance of the Three Kingdoms IV: Wall of Fire
110. Samurai Shodown
111. Scooby Doo Mystery
112. Secret of Evermore
113. Secret of Mana
114. SimCity
115. SimCity 2000
116. Spawn
117. Star Trek: Deep Space Nine
118. Star Trek: Star Fleet Academy
119. Star Fox
120. Street Fighter Alpha 2
121. Street Fighter II Turbo
122. Stunt Race FX
123. Super Bomberman 2
124. Super Mario All-Stars
125. Super Mario Kart
126. Super Mario RPG
127. Super Mario World 2: Yoshi's Island
128. Super Metroid
129. Super Punch-Out!!
130. Super Star Wars
131. Super Street Fighter II
132. Swat Kats
133. Tecmo Secret of the Stars
134. Tecmo Super Bowl III: Final Edition
135. Tetris & Dr. Mario
136. Tetris Attack
137. Top Gear 3000
138. Toy Story
139. True Lies
140. Ultimate Mortal Kombat 3
141. Uncharted Waters New Horizons
142. Uniracers
143. Urban Strike
144. War 3010: The Revolution
145. Wario's Woods
146. WeaponLord
147. Whizz
148. Winter Gold
149. WWF Raw
150. WWF Wrestlemania: The Arcade Game
151. X-Men: Mutant Apocalypse
152. Zoop

**Game Boy**

153. Aladdin
154. Alien Games
155. Animaniacs
156. Asteroids/Missile Command
157. Battle Arena Toshinden
158. Battle Zone/Super Breakout
159. Blues Bros. Jukebox
160. The Bugs Bunny Crazy Castle 2
161. Casino Funpak
162. Centipede/Millipede
163. College Slam
164. Contra: The Alien Wars
165. Cutthroat Island
166. Defender/Joust
167. Desert Strike
168. Disney's Pinocchio
169. Donkey Kong
170. Donkey Kong Land
171. Donkey Kong Land 2: Diddy's Kong Quest
172. Donkey Kong 94
173. Dr. Mario
174. DragonHeart
175. Earthworm Jim
176. Earthworm Jim 2
177. FIFA Soccer 96
178. FIFA Soccer 97
179. Frank Thomas Big Hurt Baseball
180. Galaga/Galaxian
181. Jungle Strike
182. Jurassic Park 2
183. Iron Man X-O Manowar In Heavy Metal
184. Jeopardy! Teen Tournament
185. Jeopardy! Platinum Edition
186. Killer Instinct
187. Kirby's Block Ball
188. Kirby's Dream Land
189. Kirby's Dream Land 2
190. Kirby's Pinball Land
191. Lamborghini American Challenge
192. The Legend of Zelda: Link's Awakening
193. The Lion King
194. Madden '96
195. Mario's Picross
196. Mega Man
197. Mega Man V
198. Metroid II: Return of Samus
199. Mole Mania
200. Monster Max
201. Mortal Kombat II
202. Mortal Kombat 3
203. NBA Jam
204. NBA Jam Tournament Edition
205. NBA Live 96
206. NHL 96
207. Olympic Summer Games
208. PGA Tour Invitational
209. Pocahontas
210. Prehistorik Man
211. Primal Rage
212. Samurai Shodown
213. Space Invaders
214. Star Trek: Generations
215. Street Fighter II
216. Street Racer
217. Super Mario Land
218. Super Mario Land 2: 6 Golden Coins
219. Super Return of the Jedi
220. Sword of Hope II
221. Tazmania 2
222. Tetris
223. Tetris Attack
224. Tetris Blast
225. Tetris 2
226. Titus the Fox
227. Toy Story
228. Urban Strike
229. Vegas Stakes
230. Wario Blast
231. Wario Land: Super Mario Land
232. WWF Raw
233. Zoop

**N64**

234. Blast Corps
235. Body Harvest
236. Bomberman 64
237. Buggie Boogie
238. Creator
239. Cruis'n USA
240. Dark Rift
241. Descent
242. Doom
243. FIFA Soccer
244. F-Zero 64
245. Goldeneye 007
246. Ken Griffey Jr. Baseball
247. Killer Instinct Gold
248. Kirby's Air Ride
249. Legend of Zelda 64
250. Lode Runner
251. Mission: Impossible
252. Monster Dunk
253. Mortal Kombat Trilogy
254. NBA Hang Time
255. Pilotwings 64
256. Robotech: Crystal Dreams
257. Star Fox 64
258. Star Wars: Shadows of the Empire
259. Super Mario Kart R
260. Super Mario 64
261. Tetrisphere
262. Top Gear Rally
263. Turok: Dinosaur Hunter
264. War Gods
265. Wave Race 64
266. Wayne Gretzky's 3D Hockey
267. Wonder Project J
268. Yoshi's Island 64

**Other Picks**

269. Game Boy Pocket
270. Dragon Quest VI (Super NES)
271. Nintendo 64
272. Virtual Boy
273. X-Band Modem

## BACK ISSUES

**These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting features:**

**Volume 71 (Apr. '95):** StarGate, Spider-Man: The Animated Series, Addams Family Values, The Lion King, Sports Scene, Mario's Picross, NBA Jam Tournament Edition Code Special, Latest News on the N64, Secret of Evermore.

**Volume 72 (May '95):** Kirby's Dream Land 2, True Lies, Justice League Task Force, The Flintstones, Warlock, Porky Pig's Haunted Holiday, Fatal Fury Special, PGA European Tour (GB), Mortal Kombat III Sneak Preview, X-Band Modem, Nintendo Power On-line.

**Volume 73 (June '95):** WeaponLord, EarthBound, Star Trek: Deep Space Nine, Dirt Trax FX, Super Turrican 2, Prehistorik Man, Jungle Strike, Rise of the Phoenix, Super NES Killer Instinct Sneak Preview, Virtual Boy, Life Fitness, N64 revealed.

**Volume 74 (July '95):** Donkey Kong Land, Judge Dredd, Nosferatu, Jungle Strike, Animaniacs (GB), Power Instinct, S.W.A.T. Kats, Power Rangers-The Movie, World Heroes 2 Jet, E3 Report, ACM Programming, Sports Scene, RPGs in Japan.

**Volume 75 (Aug. '95):** Virtual Boy Special, Mario's Tennis, Galactic Pinball, Teleroboxer, Mario Clash, Super Mario World 2: Yoshi's Island, Street Fighter II (GB), Phantom 2040, Ninja Gaiden Trilogy, Judge Dredd, Arcade Classics, Earthworm Jim (GB), Chrono Trigger, Secret of the Stars, Digipen Game Programming College.

**Volume 76 (Sept. '95):** Killer Instinct, Doom, Red Alarm, VB Golf, Castlevania: Dracula X, The Mask, Dragon: The Bruce Lee Story, Galaga/Galaxian, Donkey Kong Land 2, The Syndicate, Chrono Trigger, Romance of the Three Kingdoms IV, H. Lincoln & M. Arakawa profile.

**Volume 77 (Oct. '95):** Super Mario World 2: Yoshi's Island, Batman Forever, Primal Rage, AAAHH!!! Real Monsters, Mega Man 7, Vertical Force, Panic Bomber, Aladdin (GB), Civilization, Secret of Evermore, Super Mario RPG preview, Sports Scene.

**Volume 78 (Nov. '95):** Mortal Kombat 3, Spiderman and Venom: Separation Anxiety, Big Sky Trooper, Boogerman, Zoop, Waterworld (VB), Virtual League Baseball, Killer Instinct (GB), Super Return of the Jedi, Defender/Joust, Wizard's Realm, Secret of Evermore, NES Anniversary Celebration, Sports Scene.

**Volume 79 (Dec. '95):** Donkey Kong Country 2: Diddy's Kong Quest, Wario Land (VB), Waterworld, Sports Scene, WWF WrestleMania: The Arcade Game, Vegas Stakes (GB), Mortal Kombat 3 (GB), Mechwarrior 3050, Urban Strike, Shoshinkai Preview, Secret of Evermore, P.T.O. II.

**Volume 80 (Jan. '96):** Earthworm Jim 2, Shoshinkai Trade Show Special, Revolution X, Doomtroopers: Mutant Chronicles, Breath of Fire II, Secret of Evermore, Scooby Doo, PGA Tour '96, Final Fight 3, Jack Bros. (VB), Tetris Blast, The Getaway, Frank Thomas Big Hurt Baseball (GB).

**Volume 81 (Feb. '96):** Killer Instinct 2: Exclusive Arcade Coverage, Mega Man X3, Mech Warrior 3050, Toy Story, Syndicate, Nester's Funky Bowling, Donkey Kong Country 2, Prehistorik Man, Ardy Lightfoot, Sink or Swim, Sports Scene, Breath of Fire II, Dragon Quest VI.

**Volume 82 (Mar. '96):** Super Mario RPG, College Slam, 3-D Tetris (VB), Frantic Flea, Cutthroat Island, Super Mario Kart, NHL '96 (GB) The Smurfs (GB), Digipen Feature, Ken Griffey On-line, Yoshi's Island, Tales of Phantasia, Nintendo Power Awards Nominees.

**Volume 83 (Apr. '96):** Shadows of the Empire, Power Pigs, KI 2 Arcade Special, Smurfs, Kirby's Block Ball, Earthworm Jim 2 Codes, Super Mario RPG, Tactics Ogre, Pocahontas, College Slam, The Legend of Zelda-A Link to the Past.

**Volume 84 (May '96):** Ken Griffey Jr.'s Winning Run, Mohawk & Headphone Jack part one, Lobo, Olympic Summer Games (GB), Super Mario All-Stars, The Making of Mission: Impossible, NP Award Winners, Blood of the Chozo, College Slam Codes, Cyberjocks, Super Mario RPG, Lufia II: Rise of the Sinistrals part one.

**Volume 85 (Jun. '96):** 31-Page N64 exclusive game preview, Olympic Summer Games, Ken Griffey Jr.'s Winning Run trading strategies, Mohawk & Headphone Jack part two, Toy Story (GB) Dragonheart, Sword of Hope II, Lufia II: Rise of the Sinistrals part two.

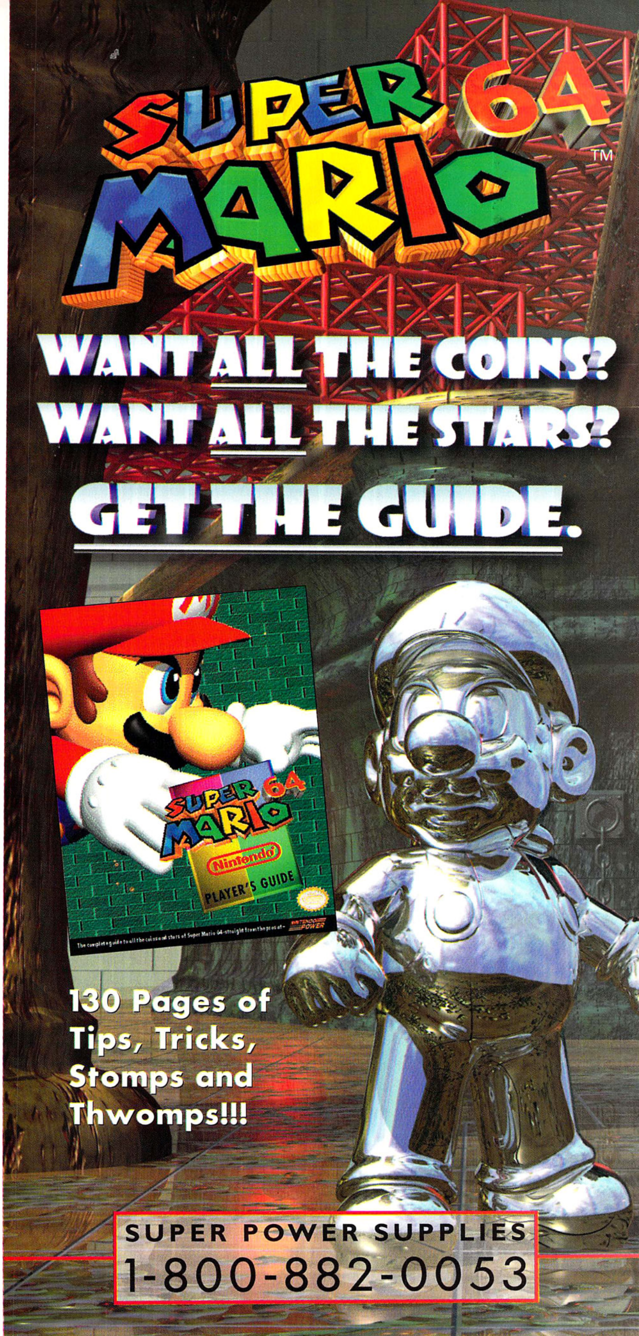
**Volume 86 (Jul. '96):** E3 Report, PilotWings 64, Mortal Kombat Trilogy, BASS Masters Classic Pro Edition, Super Mario RPG Challenge, Beat the Boss part one, Iron Man/X-O Manowar In Heavy Metal, Brainies, Kirby Super Star, Tetris Attack, Water World, Dragon Hopper, Eye of the Beholder, Star Ocean, Sword of Hope II part two.

**Volume 87 (Aug. '96):** Tetris Attack, Oscar, Kirby Super Star part one, Mario 64, FIFA Soccer '97, Urban Strike, Wayne Gretzky's 3-D Hockey, Beat the Boss part two, Game Boy Pocket, Power Rangers ZEO: Battle Racers, Zero Racers, Donkey Kong Land 2, Marvel Super Heroes: War of the Gems, Mole Mania, Fire Emblem, NES Epics.

**Volume 88 (Sept. '96):** Super Mario 64, PilotWings 64, Realm, Kirby Super Star, part two, Donkey Kong Land 2: Diddy's Kong Quest, Pinocchio, N64 Launch, Cruis'n USA Update, Turok: Dinosaur Hunter, Donkey Kong Country 3: Dixie Kong's Double Trouble, Prince of Persia 2, Maui Mallard, SimCity, War 3010: The Revolution.

**Volume 89 (Oct. '96):** Ultimate Mortal Kombat 3, Shadows of the Empire comic, Donkey Kong Country 3: Dixie Kong's Double Trouble, Street Fighter Alpha, Ms. Pac Man, Hyrulean Adventure, Super Mario RPG, Interview with Shigeru Miyamoto, Tetris Attack (GB), Battlezone/Super Breakout.

**Use the Back Issue/Tip Book Order Form in this issue to order past Nintendo Power issues and books, or call our Consumer Service department at 1-800-255-3700 to order by phone with Visa or MasterCard.**



believe in the path of least limits
live the game
do not compromise
PILOTWINGS 64
change the system
NINTENDO64
experience true freedom
don't be told how to view the world
NINTENDO64

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at www.retomags.com.

We only scan magazines with a cover date prior to December 1999. No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!